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DEMON STONE™

Prima's Official Strategy Guide

Tri Pham



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 Layout & Design: Graphic Applications Group, Inc.

Acknowledgments:

Prima would like to thank Jeff Sehring, Todd Hartwig, and Serene Chan from Atari for their help on this guide.

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ISBN: 0-7615-4590-5

Library of Congress Catalog Card Number: 2004107110

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The Story Thus Far

100 Years Ago

Our story begins 100 years ago. In Rawlinswood, the great wizard Khelben "Blackstaff" Arunsun came across two powerful beings locked in combat. The two combatants were Ygorl, the Slaad Lord, and a Githyanki General named Cireka. Both plotted the invasion of Faerun and fought each other for that right. They battled through different planes of reality and would stop at nothing until the world was his or hers. As Khelben watched them fight, he knew that whoever prevailed would destroy all of Faerun. To prevent either of them from getting that chance, Khelben trapped them in a Demon Stone where they would fight forever.



The Present

Just outside the Gemspark Mine in Damara, a lone warrior named Rannek stumbles across a raging battlefield. Unable to stand by idly and watch innocents perish, Rannek rushes to the aid of the villagers. In the process, he meets the mysterious Zhai and saves her life. Stuck in the middle of the battlefield, they are aided by a young sorcerer named Illius.

The three are then forced into the entrance of Gemspark Mine by the battle outside. In the mine, they unwittingly free Cireka and Ygorl from the Demon Stone. Released from their captivity, the two renew their battle for the rights to take Faerun. They must be stopped if Faerun is to survive.

PLAYER CHARACTERS

Rannek, the Fighter

Race: Human

Alignment:
Lawful Good

Age: 32

Gender: Male

Height: 6'5"

Weight: 240 lbs



Unlike most travelers, Rannek journeyed to the Bloodstone land of Damara in search of anonymity. He hadn't come to fight in Vaasa, but rather to escape a tortured past.

Several months after settling down, Rannek made a costly error. In his home village of Nesme, he failed to recognize an impending troll attack. He misjudged the enemy, whom he thought were simply scavenging for trace metals at the base of the Galena Mountains. The advancing group turned out to be a troll invasion force accompanied by a unit of battle-thirsty orcs. Nesme's unsuspecting citizens, hearing no alarm call, were left defenseless as the onslaught ensued. Although a dwarven countercharge eventually returned Nesme back to its folk, Rannek left the region in disgrace. After some time, the beleaguered fighter headed east toward Damara, pulled in that direction by a force he could not explain. With little to lose, he followed.

Rannek specializes in the use of melee weapons, the sword and the fist.





Illius, the Sorcerer

Race: Human
Alignment:
 Neutral Good
Age: 28
Gender: Male
Height: 5'11"
Weight: 160 lbs



Descended from an ancient line of knights known as the Silver Guard of Silvermoon, Illius was disowned by his family for one simple reason: he chose spell craft over the martial arts.

Yearning to learn more of the world beyond Silvermoon, the sorcerer set out like Rannek: he felt a strong, unexplainable pull toward Damara.

Illius specializes in the use of magic. He has no projectile combat limitations.



Zhai, the Rogue

Race: Half drow,
 half wood elf
Alignment:
 Chaotic Good
Age: 125
Gender: Female
Height: 5'6"
Weight: 105 lbs



Zhai is one of the rarest race combinations found anywhere in the Realms. Her mother was drow, a dark elf from the subterranean city of Menzoberranzan, while her father was a wood elf from Cedarleaf.

Zhai never felt comfortable being raised on the surface world. She was not generally welcomed, as people didn't trust one who so resembled a drow. Thus, at the first opportunity, she set out to make a name for herself in the Coldlands, hoping to alleviate that prejudice, as well as the rage that brewed within her.

Zhai is the most athletic of the group. With her gymnastic abilities, she can tackle most obstacles. She can also avoid detection by hiding in natural shadows within the environment.



NON-PLAYER CHARACTERS

Khelben "Blackstaff" Arunsun

Named for the magic staff he wields, Khelben Arunsun is a powerful agent of law and order. An imposing yet benevolent figure—possibly one of the most powerful mages in the land—he aids adventurers and offers wisdom drawn from his extensive knowledge of the history and lore of the Realms.



Drizzt Do'Urden

Drizzt Do'Urden is a legendary figure in the Realms. Armed with his two scimitars, "Twinkle" and "Icingdeath," this enigmatic dark elf is renowned for forsaking the cruel ways of his people and working in the interest of good on the surface world of the Realms.



Ygorl, the Slaad Lord

A creature of chaos, this evil Slaad assumes humanoid form and seeks to ravage the Realms. He has a command of magic and can summon Slaad minions from the chaotic planes.



Cireka, the Githyanki General

Githyanki are human-like warrior creatures, organized solely for war. Cireka is one of many from this evil and militaristic culture bent on destroying any opposing force from the planes. Brandishing the traditional silvery sword of her kind, Cireka is locked in an unending conflict with Ygorl, the Slaad Lord.



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Game Basics

This is an action-adventure game with RPG-like elements blended into it. This section helps you get a handle on the basic, but essential, aspects of the game.

GAMEPLAY OVERVIEW

This game is more than just hack-and-slash. Its RPG roots give it the added depth of allowing the characters to grow as the game progresses. How they grow is up to you. This section explains the concepts of player levels, experience points (XP), and how to navigate around the menus.

THE MENU SYSTEM

Starting a New Game



When you start a new game, you must decide what kind of punishment you're willing to take. There are three difficulty levels to choose from: Easy, Normal, and Hard. The difficulty level you choose determines the toughness of the enemies (but the number of enemies you

face remains the same). At higher difficulties, the enemies deal more damage and attack more often. They are also smarter at higher difficulties; they block and use their special attacks more frequently. The Hero meter also drains more quickly the higher the difficulty setting.

caution

Once you pick a difficulty level, you're stuck with it unless you start a new game.

Character Screen



This is the screen where you do all your character tweaking. You can access information about each of your characters and access the menus you need to upgrade their skills and items.

Character Status Screen

Select Character Status to view all the goodies your characters currently have. Scroll the screen left or right to view your character's skills, items, and other pertinent information. This menu is purely informational; you can't modify anything from this screen.



Level Upgrade Screen



The Level Upgrade screen is where you pick and choose the skills to upgrade each of your characters. Along the screen's top is a level indicator bar. Each skill requires a character to be at a minimum level in order for him or her to learn it. The highlighted level indicates the minimum

level required for the skills listed. While you can browse upgrades that are beyond your character's level, you cannot purchase them. Of course, even if your character is at the appropriate level, he or she needs to have enough XP to pay for this skill.

Item Upgrade Screen



The Item Upgrade screen allows you to purchase the items necessary for your party to survive the battles ahead. Along the top of the screen are three icons that represent the categories of items: armor, weapons, and enchanted items. Unlike level upgrades, there is no minimum level

requirement to use an item. However, the items are increasingly priced so that you can't simply buy the best items early in the game.

Each character can only equip one item at a time. If you try to purchase an item that is cheaper than what you already have equipped, you get some gold back.

Auto-Buy Screen



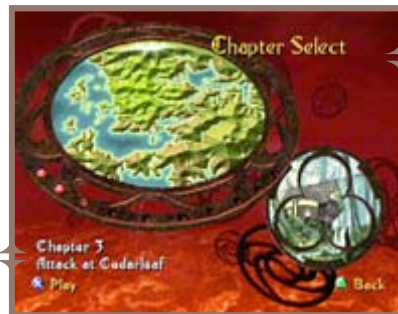
Use this option to have the computer select the best level and item upgrades that your party can afford. However, this does not necessarily mean that they are the best choices available. The computer spreads out the XP and gold pretty evenly among the skills and items

available and thus cannot provide the specialization that you may require. Don't worry, you can check out what the computer picks before buying them.

Use the Auto-Buy option as a guide to see roughly what items and skills the party can afford. If the Auto-Buy option is missing a skill or item that you feel should be in there, simply buy it manually and return to the Auto-Buy screen to let the computer pick the rest.

Chapter Select Screen

This is the screen where you choose the level to play. The game has a total of 10 chapters or levels. You must complete the previous level before the next level is unlocked. You can return to levels that you have completed before moving on to earn more XP or gold.



The completion of each level also opens the unlockables for that level. To view the unlockables, simply select the level and choose "Unlockables."

GENERAL GAMEPLAY

Once you finish customizing the party to your liking, it's time to get into the game. This section describes all of elements found during actual gameplay.

note

If one hero dies, the adventure ends.

HUD Elements

The most important information of the game is found in the screen's bottom left. There you can see the current character's Hero meter and, if applicable, his or her ammo count. You can also see each of the characters' health and whether or not each of the characters' Hero meter is full.



Health Meters

Each character's health meter can be seen in the HUD and each is denoted by a unique color and position in the HUD. Rannek's health meter is red and sits at the top of the HUD. Illius's health meter is blue and is on the left side. Zhai's yellow health meter is at the bottom. At all times, you can see the health status of each of the characters. The currently selected character's health meter is brighter than the other two's.



Zhai's health meter is brighter here because she is the currently selected character. The other two health meters are dimmed but still visible.

Hero Meters

The Hero meter fills up each time a character lands a combo, kills an enemy, or casts a spell. As the Hero meter fills up, the background behind the character's image in the HUD fills with white. When the Hero meter is full, that character's gem in the HUD begins to glow. Once a character's Hero meter is full, that character can perform a Super Attack—an area attack that damages all enemies within a certain radius.



Zhai is the currently selected character, and her Hero meter is full. Note the white background behind her image in the HUD.



Rannek is the currently selected character. His Hero meter is only partially filled, but the other two characters' Hero meters are full.

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note

Hero meters drain over time unless the character lands a combo, kills an enemy, or casts a spell. Each time the character is hit by an enemy, the Hero meter also drains. To fill the character's Hero meter, you must continue to use combos or spells until the meter is filled. Once a Hero meter is filled, it does not drain until a Super Attack or a Team Super Attack is performed.

When all three party members' Hero meters are full, the whole HUD begins to glow. When this happens, the party can perform a Team Super Attack. This is a massively powerful team attack that damages the area around each of the characters.



When all three characters' Hero meters are full, the whole HUD glows and they are ready for a Team Super Attack.

Ammo Counter

The number beneath Rannek's and Zhai's picture in the HUD indicates the number of projectiles the character has available. Illius uses spells for long-ranged combat and does not have an ammo counter.

Objective Meters

In certain situations in the game, you will see up to two other meters on the screen. The first meter appears in the upper right-hand corner of the screen and a second meter, if necessary, will appear in the bottom right-hand corner. These meters usually indicate a boss's health or the status of a door or portal. Depending on the circumstance, the party must either drain these meters or fend off enemies until the meters are full.



During boss battles, the meter in the upper right-hand corner is reduced each time the party damages the boss.



In this level, the party must protect Illius long enough for him to open the portal. When the portal's meter is full, the objective is completed.

Pick-Ups

Pick-Ups are found throughout the game. These include anything that the enemies drop when they are defeated and treasure found in crates and barrels.

Potions of Healing



Health potions come in two colors: light and dark blue. The light blue health potion restores a bit of the health of the character who picks it up. The dark blue health potion recovers a larger amount of health. Health potions are most commonly dropped when an enemy is defeated, although some can also be found in breakable crates or barrels.

Scroll of Healing Spell



Health scrolls restore the whole party's health. These can be dropped by enemies and can be found in breakable crates and barrels. Health scrolls are harder to come across than health potions.

Potions of Heroism



Hero potions fill up the currently selected character's Hero meter. These are found throughout the game as monster-drops and also in some breakable items.

Ammo



Ammo pick-ups provide ammo for the character who picks it up. Rannek and Zhai can pick these up to refill their supply of projectiles. Illius uses spells for long-ranged combat and thus does not need ammo pick-ups.

Gold



The party uses gold to purchase items. Gold coins are found in treasure chests and in breakable items. The triple-coin pick-up gives more gold than the single-coin variety.

Bag of Holding



These sacks are found in some of the game's hidden areas and contain gold. These bags contain even more gold than the triple-coin pick-ups.

Tomb of Clean Thought



Find these books in the hidden areas of the game. Grab them to earn a big load of experience.

Smash-Ups

Treasure Chests



Treasure chests are found throughout the game in plain sight and also in hidden areas. Treasure chests must be broken open to reveal their contents. Besides gold, you can sometimes find health scrolls.

Crates and Barrels



Crates and barrels are scattered throughout the game. Many contain goodies like health or gold but some don't contain anything. There are no traps in the crates or barrels, so there's no harm in breaking open every crate and barrel you find.

note

Breakable crates come in many different shapes and sizes. Swing your weapon at anything that resembles a box to see if it is breakable.

Hidden Areas

Hidden areas are hard-to-reach areas in the game. Accessing these areas requires a keen eye for detail as they can easily be missed. Most of the hidden areas in the game require Zhai's jumping ability but others require that walls be destroyed. The last section in this book provides a list of all the hidden areas in the game and how to reach them.



EXPERIENCE POINTS (XP) AND CHARACTER LEVELS

Experience Points

The characters grow over the course of the game. With each kill, each character accumulates experience points (XP) which are then used to purchase skills or skill upgrades.

tip

Except for the later levels in the game, each level has a maximum amount of XP that your party can earn. You can return to previous levels to earn more XP, up to the maximum allowed.

XP and Gold are divided evenly between the characters. One doesn't earn more than the other for executing combos or regular attacks.

tip

You earn extra XP for every Team Super Attack that you perform. How many Team Super Attacks you perform for a given level is displayed after the level is completed along with how much XP each was worth.

Character Levels

After earning enough XP, each character increases in level. This is important for skill upgrades because every skill has a minimum level requirement. Characters can only purchase skill upgrades that are below their current skill level.

Lvl.	XP Required	Lvl.	XP Required	Lvl.	XP Required
1	0	6	15,000	11	55,000
2	1,000	7	21,000	12	66,000
3	3,000	8	28,000	13	78,000
4	6,000	9	36,000	14	91,000
5	10,000	10	45,000	15	105,000

CONTROLS


Movement

(Left Analog Stick)

Use the left analog stick to control your character. Move the stick all the way in any direction to make the character run and move it slightly to make the character walk.

Character Switching

(Directional Pad)

To effectively play to your party's strengths, you must be able to switch control of the characters on the fly. To switch characters, use the directional pad of the controller. Use the HUD as a reference as to which direction to use. Rannek's health meter is at the top of the HUD so press  to switch to him. Zhai is on the HUD's right and Illius is on its left; press the directional pad in the corresponding direction to switch to that character.

Character Switching

 Rannek  Illius  Zhai

Primary Attack

(PS2: , Xbox: )

This is your most basic attack. Press this button to take a single swing with your character's weapon.

Secondary Attack

(PS2: , Xbox: )



This is your character's unarmed attack. Press this button to attack an enemy using only the character's punches or kicks.

Sneak Attack (Zhai only)



Zhai can use special shadows throughout the game to become invisible to enemies. Once invisible, Zhai can come up behind an enemy to perform a sneak attack. A sneak attack kills an enemy in one fell swoop, regardless of how tough their defenses are.

Parry or Block

(PS2: , Xbox: )

Hold this button down to block or evade an incoming attack. Not all attacks are blockable.

Riposte Attack

(PS2:  + , Xbox:  + )



Riposte Attacks are available to Rannek and Zhai after they advance enough to purchase these skills. This attack stuns many enemies. A Riposte Attack is performed as the character is coming out of a block. This is a fast single attack that makes use of an opponent's moment of vulnerability after its attack is blocked.

Prone Attack

(from ground, PS2: , Xbox: )

Prone attacks are available to the party after the group advances enough to purchase these skills. Press the primary attack button after a character has been knocked down. This move performs a quick attack as the character gets up from the ground. It pushes any nearby enemies back and provides some breathing room for the character as he or she gets up.

Super Attack

(PS2: , Xbox: )

When your character's Hero meter is full, press this button to perform a Super Attack that damages all enemies within a certain radius. This radius gets larger as your character improves. Late versions of this skill increase the radius of the attack.

Coup de Grace (Finishing Move)

(PS2: , Xbox: )

Perform the Coup de Grace on an enemy that has been knocked to the ground to finish it off. Some enemies get right back up after being knocked down, so use the Coup de Grace to kill it and shorten the fight.

Projectile Weapon or Spell

(PS2: hold , Xbox: hold )

Hold down this button to target an enemy. Once targeted, use the left analog stick to switch targets and press your primary attack button to fire the projectile. To charge up a projectile weapon or spell, hold down the primary attack button until the character finishes his or her charging animation.

Charm and Protection Spells (Illius only)

Illius's charm spells affect an enemy or group of enemies. Hold down the projectile button and the secondary attack button at the same time to put a holding spell on Illius's target. Illius's protection spells affect the party and provide protection against damage from enemies. Both charm and protection spells must be learned as Illius advances in levels. The more advanced the spells, the longer the effects last.

Team Attack

(PS2: hold , Xbox: hold )

Hold down this button to get a nearby teammate to attack your target. When you hold this button down, the action slows down and a teammate helps you attack your enemy. This move uses some of your character's Hero meter.

Team Super Attack

(PS2: R3, Xbox: hold )

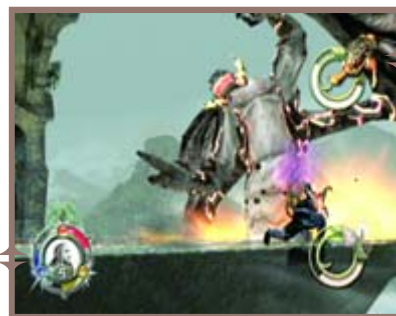
Perform a Team Super Attack when all of the Hero meters are full. A Team Super Attack causes each of the characters to perform a Super Attack no matter where they are. This causes massive damage to all the enemies in each of the characters' radii. As the characters gain in levels, so do the ranges and power of the attack. Team Super Attacks earn the party extra XP, which is displayed at the end of each level.

Special Actions

(PS2: , Xbox: )

These special actions are unique to each character. At the end of "Descent into Gemspark Mine," each character receives an item that enables them to perform these special actions.

Gauntlets of Ogre Power (Rannek)



With the Gauntlets of Ogre Power, Rannek performs a smashing attack on the ground. This attack causes great damage to inanimate objects but is only mildly effective against enemies. Rannek's gauntlets are best used to destroy barriers that block the party's path.

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Beads of Force (Illius)

Illius's Beads of Force can be used similarly to Rannek's Gauntlets of Ogre Power. The difference is that you must press the button twice: once to set the charge and a second to detonate the charge. This move is useful in dangerous situations where it is best to get in and out of the area that needs destroying.



Ring of Jumping (Zhai)



The Ring of Jumping that Zhai receives after defeating the Orc King boss allows her to jump. With this skill, she can reach platforms unreachable by the other two party members. As the game progresses, she can also learn some jumping attack moves.

Combinations

Combinations are attacks that make use of two or more successive button presses. These attacks earn the characters more XP than regular single attacks. The following button presses describe the base combos for the characters. As the party progresses, upgrades to the combos increase their effectiveness. While the upgrades to the combos will have different names as the skills advance, the button presses remain the same.

Advanced Attacks and Advanced Unarmed Attacks

An Advanced Attack is performed by pressing the primary attack button twice in a row. Similarly, an Advanced Unarmed Attack is performed by pressing the secondary button twice in a row. These are quick two-hit combos using either the character's weapon or kicks and punches.

Three-Hit Combos

Three-hit combos are performed by pressing the primary attack button three times in a row. Three-hit combos have different names at different levels but they all are powerful combinations that attack the enemies within your characters' immediate radii.

Knock-Down Combos

note

Not all enemies can be knocked down and not all enemies that are knocked down stay down long enough to perform a Coup de Grace.

This move knocks down most enemies in the game, making them vulnerable to the Coup de Grace finishing move.

Push-Back Combos

note

Death Slaadi cannot be pushed over the edge of platforms.

Push-back combos do just that: they push your enemies back a few steps. This is useful near the edge of platforms where pushing an enemy over the edge saves valuable time.

Critical Combos

A critical combo is a powerful three-hit combination where the final blow is slightly delayed. During this slight delay, use the left analog stick to make any corrections in your character's aim.

GENERAL STRATEGIES AND TIPS

Rannek, the Fighter



Rannek is the master of melee combat. Use him up close against enemies with tough defenses.

Game Basics



Rannek really shines against large groups of enemies. His swords have a decent reach and can damage multiple enemies at once.

As powerful a melee fighter that he is, it is possible for Rannek to be overwhelmed by very large groups of enemies, especially if they surround him. If you see too many enemies converging on Rannek, get him out of there and position him so that most of the enemies are on one side of him. This allows Rannek to damage multiple enemies while also giving him room for escape if necessary.



Use the left analog stick to guide Rannek's sword as he performs his combos. Many enemies continue to move around during attacks, so keep Rannek's sword aimed at the target to make sure it lands.



Illius, the Sorcerer



Illius is the only character that enjoys unlimited projectile-attack capability. Since ammo is hard to come by in the game, Illius should handle any targets in the distance. His defenses are weaker than the rest of the party, so find an out-of-the-way spot for Illius to cast his spells.

Charge up Illius's projectile spells to deal heavier damage against enemies. As his spells improve overtime, the charged projectile spells will damage multiple enemies at once.



In heated battles, the time it takes to fully charge a spell may be too much. Illius won't always be able to stand in a safe spot while he casts his spells. In these situations, Illius will have to block incoming attackers, which will interrupt the charging of his spells. Using uncharged

spells ensures that Illius hits his targets, albeit with a weaker spell, before having to block his attackers.

Don't neglect Illius's charm or protection spells. While they are weak and don't last very long at lower levels, as the spells get more powerful, they can provide the edge the party needs to survive.



Zhai, the Rogue

Zhai's strength is her ability to hide in the special shadows throughout the game. When Zhai stands in these shadows for a brief moment, she becomes invisible to enemies. The length of time that she stays invisible increases as she progresses through the game and invests in the appropriate skills and items.



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tip

Zhai earns gold with each sneak attack she performs. What's a rogue without pick-pocketing skills?



The greatest benefit in being invisible is that Zhai can perform sneak attacks on the enemies. These attacks instantly kill a single target, regardless of how tough its defenses are. Sneak attacks are a great way to reduce the number of enemies and keep from getting hurt.

caution

Zhai's sneak attacks do not work on bosses.

At the end of the second level, "Descent into Gemspark Mine," Zhai picks up a Ring of Jumping. This fancy piece of jewelry gives her the unique ability to jump. Use her jumping ability to reach hidden areas unreachable by the other two party members.



Team Work



Illius can't cast his spells if he is constantly being attacked. In battles, keep an eye on Illius and bring Rannek or Zhai to help him if he gets surrounded.

tip

Block, block, and block. Practice blocking early in the game so that you get the timing down. You won't get far in the later levels if you aren't a good defensive and offense player.



Use Zhai's sneak attacks on enemies that are attacking her teammates. This takes some of the pressure off of them and may prevent them from being overwhelmed.

Keep an eye on each of the party members' health meters. If one of the health meters is low, switch to that character and guide him or her to any available health potions. You can do this faster than the computer and those precious seconds can mean the difference between life and death.



Rannek and Zhai should battle next to each other when fighting large groups of enemies. Having two melee fighters next to each other creates a small radius that allows time for a fallen team member to get up without being constantly whacked.

tip

Listen to the voice cues of the party members. They often tell you what the immediate focus or method of attack should be.

Game Basics



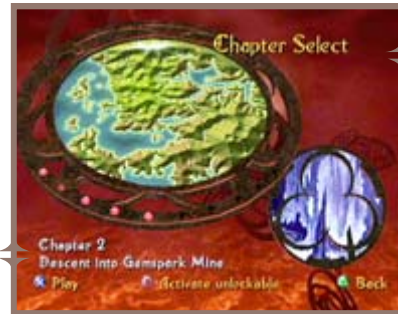
Switch characters often in battles and fill up each of the characters' Hero meters. Team Super Attacks are a great way to earn extra XP while devastating large groups of enemies in the area.

Items and Skills

Peek ahead to level upgrades that your characters can't learn yet. Knowing what will be available in the near future can help you decide what to spend your experience points on. Specializing in the skills that you use most will give you an advantage against the increasingly tough enemies.



If you don't have enough gold to buy a crucial item, you can sell back a less-important item for some extra gold. For example, if you had previously upgraded Zhai's projectile weapon but find that you don't use her projectile attacks very often, you can sell that weapon and then get some gold back by purchasing a lesser projectile weapon. In the Item Upgrade screen, the cost of lesser items is listed in terms of how much gold you get back.



If you don't have enough gold or XP to upgrade your characters to your liking, go back and repeat a few levels. The XP and gold earned for repeating levels is not cumulative, so you must earn more XP and gold for that level for it to count.



Chapter 1: War in Damara

CHAPTER BRIEFING

The story begins when Rannek stumbles across a massive battle in Damara. Orcs are locked in fierce battle throughout the city and innocent villagers scream for help from caged wagons. Unable to resist innocents in need, Rannek jumps into the fray.



In doing so, Rannek runs into the mysterious Zhai. Upon meeting Zhai, you briefly take her controls and fight the orcs. It is not until Zhai reluctantly meets up with Rannek again that we meet Illius, the sorcerer.



This first chapter is about getting a feel for the characters. You are in control of each of the three heroes, one at a time. Play to each character's strengths. Rannek is the fighter, so he does a lot of hacking and slashing. Zhai is the rogue, master of stealth and assassination-style kills. Illius is the sorcerer, and his strengths lie in long-range attacks and spell-casting abilities, though at this point, he can't do much more than shoot Magic Missiles.

ITEMS AND UPGRADES

Since you've been thrown into the midst of battle without warning, you have only minimal items and skills. In the future, as you earn experience and gold with each chapter completion, you can buy items and upgrade your skills before embarking on the next mission.



But not now.

WALKTHROUGH

Rannek, the Fighter



The captured villagers are caged in that nearby wagon, but you have more pressing business—Orcs.

tip

To see a list of your available moves, press the start button to call up the Skills screen.



War in Damara



The orcs are fighting each other. Join in to mix it up a bit. Use your Basic and Advanced Attacks to deal damage to the battling orcs. The big wagon full of boulders prevents you from proceeding until you kill all the orcs, or they kill each other.



The escaping villagers tell you there are more people to rescue up ahead. Luckily, a stray catapult shot destroys that boulder-filled wagon so you can continue to the next villages. Clear your path of the next horde of orcs.

After you dispatch of all the orcs in this area, the villagers are set free. Unfortunately, one of the captives doesn't make it, thanks to nearby orc archers. Don't fret, there's nothing you can do.



As you approach yet another group of orcs near a huge catapult, you see (from across the gulch) orcs firing large projectiles. They are firing at "your" group of orcs, but you can also take damage from the projectiles. Run around the orcs for now and

whack at the catapult. The catapult crushes the orcs across the gulch, leaving you to dispatch "your" orcs in peace.

Smash through the fence to move on to the next section. Unfortunately for the captives in the cage, you are too late to save them from the dragon's breath. Next, more orcs. Plow through these, as well as the next set, and meet Zhai for the first time.



tip



Break open all barrels, crates, etc. There are often valuable pickups underneath. Not all breakable objects contain goodies, but since none of them contain baddies, get into the destructive habit of smashing them all.

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Zhai, the Rogue



In all the commotion, from inside her cage, Zhai picks a couple of scimitars off of an orc and frees herself. With attitude, she takes off on her own, away from Rannek.



As Zhai, you start here. Notice the pretty, shiny ground. This indicates the natural shadows that Zhai can use to her advantage. When she stands in these shadows, she temporarily becomes invisible to all enemies. You can tell she is in "stealth" mode when she appears in outline.

note

You can only see where these special shadows are when you are playing as Zhai. If you are either Rannek or Illius, they appear as regular shadows.






Here's your first chance at a stealthy kill. The orc here has his back to you, perfect for an assassin like you. Walk up behind him and press your primary attack button to perform a slick, instant-death move on the unsuspecting orc.

Continue across the bridge. Just ahead there are more orcs locked in battle. Lucky for you, there are some shadows available. Step into the shadows and wait for Zhai to go into stealth mode. Then quickly position yourself *behind* an orc and attack. As soon as you take one down, move back into the shadows. Repeat until you've cleared the area.



LEGEND

-  - Barrel
-  - Shadows
-  - Connecting Points



caution

Zhai's stealth mode only lasts for a limited time before she is visible again. Later, you can improve the length of time she can stay hidden. But for now, if Zhai misses her target or stays out of the shadows for too long, she becomes exposed to danger.

It is important to dispatch the orcs as quickly as possible. If you haven't noticed by now, there are random fireballs raining down from faraway catapults. Those fireballs damage the orcs as well as you. For more experience points, make sure that you're the one to destroy the orcs, not the fireballs.



Continue onward until you reach a catapult. Forgo the orcs and slash at the catapult to fire it. This not only saves you from taking damage, but saves a few orcs for you to kill. The more orcs you fight, the more experience you get. There are two catapults in this area; use the same strategy for both.

In this next area, the shadows are smaller and you have to deal with archers. You can hide in the shadows and pick off the orcs, but beware the archers. If an archer fires a shot at you before you become hidden, it can still hit you. Beware the flaming arrows that may hit you, revealing you to the enemies.



Once you plow through a few more orcs, you eventually reach a doorway. Pass through it and be ready to meet the third and last member of your party, Illius, the sorcerer.

Illius, the Sorcerer



While Rannek barely saves Zhai in the nick of time, they are now both pinned behind a rock with no escape from the archers. They need help.



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Enter Illius. The archers that have Rannek and Zhai pinned down are lined up at the edge of the walkway here. Only one of them has actually seen Illius and is firing arrows at him. Fire a few Magic Missiles at the aggressor to knock him off the edge. Use the directional

button to target the attacking orc before you fire the Magic Missile.

tip

Hold down your ranged attack button to charge it. This takes a few extra seconds, but if you have the time, it's worth it. Watch Illius's animation and release as soon as he has stopped revving up.



Stay back and charge your Magic Missiles before unleashing them into the backs of the orc archers, knocking them off their perch.



After you clear this area, the boulder that was blocking your way gets blown to bits, allowing passage on to the next area. Don't venture too far, however. Remember that you are a sorcerer, not a melee fighter. Stand back and dispose of the orcs from a distance.



Silverymoon because with a few Basic and Advanced Attacks, you easily send these orcs yonder.

tip

It is often easier and quicker to knock your enemies off of cliffs. Position yourself with the enemy between you and the edge. Use either armed or unarmed attacks to knock them over and off the cliff. Simple as that.



Continue along the path until you find Rannek and Zhai on the far side of the gulch. Take a whack at this contraption to wipe out their attackers.

Now it's time to meet up with your companions. As you reach the next clearing, you see a large group of orcs blocking your path. Keep your distance as you charge your Magic Missiles to fire at them. Zhai and Rannek join the fight soon enough, and it doesn't take long until the three of you meet for the first time.



Unfortunately, the introductions are cut short. That not-so-friendly dragon above has just taken out the bridge, and it looks like there's only one way to go: into the Gemspark Mine.



Chapter 2: Descent into Gemspark Mine

CHAPTER BRIEFING

By a twist of fate, our three heroes find themselves taking refuge in the infamous Gemspark Mine. The legends tell of great riches hidden deep in this mine. That's good news to Zhai, but Illius is more concerned with the orcs known to be riddled throughout these caverns.



The three walk deeper into the mine. We begin to learn a little more about Zhai and Rannek. Zhai reveals that she is half-drow, a race of murderers and thieves. Rannek tells the story of his hometown, Nesme, and his own failures at preventing trolls from overrunning it.



This level is the first chance you have to play with the characters as part of the team. The first level, War in Damara, was aimed at putting you right into the action. Think of this level as a tutorial level where you begin to build the skills essential to surviving these treacherous lands.

ITEMS AND UPGRADES



Now that you've completed the first level of the game, you should have a nice chunk of experience and gold. Here's where you can put that gold and XP to good use. You should have earned at least 1,000 XP in the first level.

If not, it's a good idea to return to War in Damara to get over that hump. With less than 1,000 XP, your team is still at level one, limiting your upgrade ability.

tip

If you don't have enough gold or XP when trying to buy that essential item or level upgrade, go back to the level selection screen and replay any of the last levels. The XP and gold are not cumulative, but if you get better numbers on subsequent tries, that's the figure that sticks. This will ensure that you are well-equipped and prepared when you go to the next level.



At this early stage, the Auto-Buy option is a fine idea. The Auto-Buy option picks out what the computer thinks are your best upgrades and item purchases. It takes into account how much XP and gold you have to spend and it tries to even out all the purchases between the

characters. Don't worry, you are given a look at what will be purchased for each character before you hand over your hard earned XP and gold. If you don't like what's been picked for you, simply cancel out of it and choose your own equipment.



If you do decide to shop on your own at this point, make sure you get Rannek's Bull Rush and Improved Trip Combination. The Bull Rush pushes an enemy back and is handy in this level. For Illius, good upgrades are the Flame Arrow, since his specialty is

ranged-combat, and Burning Hands, for lighting enemies on fire. Zhai would benefit from the same upgrades as Rannek, but also consider buying Toughness to strengthen her defenses until she is able to improve her assassination skills.

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caution

You have a limited amount of experience points and gold to spend. Don't get carried away while shopping for one character and leave another ill-equipped.



When purchasing items, buy the best of what you can afford. Also keep in mind that you have three characters. Divide the gold you have for the team by three; that is your budget for each character. Of course, you can vary this distribution according to

tip

Use the Auto-Buy option as a guide to an even distribution of items and upgrades. With that in mind, you can tweak the list to your own choosing.

WALKTHROUGH

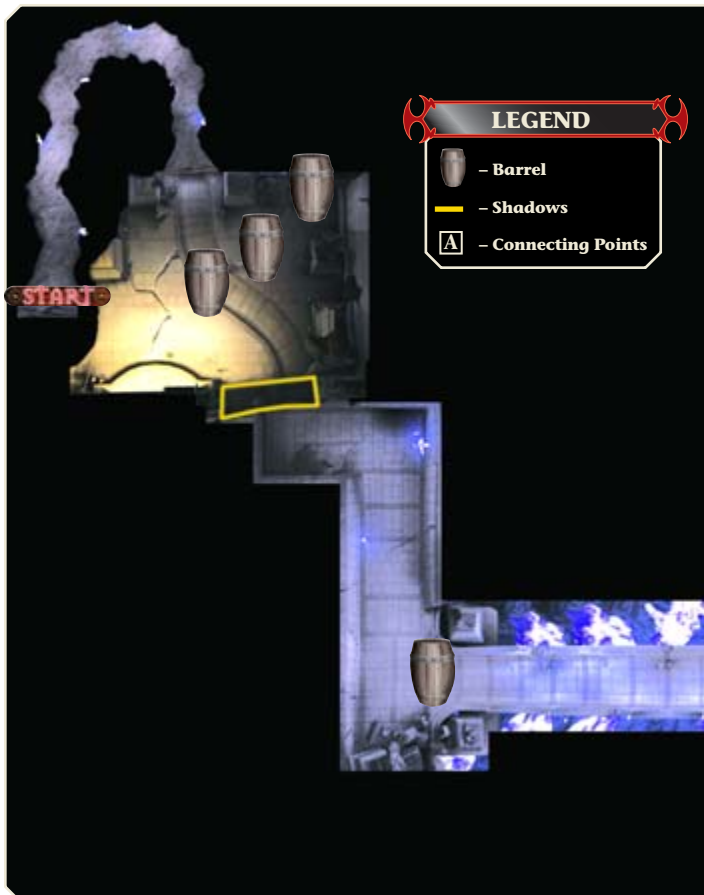
Team Effort



The first lesson of this level is how to switch between the three characters. Practice this until it becomes second nature. In the later levels, fumbling around while switching characters will cost you.

tip

When you switch characters, a brief glow appears around the feet of the chosen character. Use this to quickly find your character in crowded areas.



Gemspark Mine



Move along the curved walkway until you reach the blocked off area with the fireplace. Use Rannek to break through the barrier and destroy the orcs beyond. This is a good time to practice your newly-learned skills. Use the Bull Rush to push the orcs into the forge.



Use the shadows to the left of the forge to hide Zhai, then have her attack enemies from behind. If this is done quickly and often, it is one of the most efficient combat methods for the team.

tip



Keep your eye on the Hero Meter for each character. Once your character's Hero Meter is full, resist performing a Super Attack. Instead, switch to a character whose Hero Meter isn't full and perform different combinations on your enemies to fill their Hero Meter. Once all three Hero Meters are full, perform a Team Super Attack to wipe out the area of enemies. The benefit of this is that you get bonus experience for each Team Super Attack you perform.



Illius can stand back and fire his projectiles at the orcs or cast protection spells on his teammates. If attacked, Illius can defend himself with a few swings of his staff, but he's better from afar.

When the first wave of orcs is destroyed, the wall next to the forge crumbles and more orcs rush through. Perfect. It's so nice of these piddly orcs to give you practice with switching characters, melee combat, ranged combat, sneak attacks, and Team Super Attacks.



Go through the doorway left by the orcs and into the corridor. When you turn the corner, you find more orcs. Beyond the normal axe-toting orcs are archer orcs protected by some rubble. To reach the archers, destroy the rubble.



Go past the crystalline spiders and onto the bridge. These spiders are easily shattered, but are annoyingly plentiful. Zhai's speed makes her a good pest control candidate.

Illius, the Sorcerer



When you reach the end of the bridge, more spiders appear with orc archers on the far ledge. Illius is the only team member that doesn't run out of projectiles. Let Rannek and Zhai handle the spiders while you fire at the faraway archers.

tip

When concentrating on long-ranged enemies as Illius, use your magical shield to block any incoming projectiles.



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Once all the spiders and archers are gone, it's time to figure out a way to lower the last part of the bridge. As the camera swings around, notice two chains on either side of the raised deck of the bridge. Charge up your ranged attack and aim at the chains to lower the bridge.



Team Effort



Plow through the orcs scrambling on the lowered bridge. The narrow bridge is useful for pushing the orcs off the side. Continue through the barrier and into the next room. Prepare for a hectic fight in here.

tip

Small, enclosed areas with many enemies are ideal for Super and Team Super Attacks. While Team Super Attacks give the best XP, sometimes the situation makes it difficult to pull off a Team Super Attack. In those cases, don't be afraid to settle for a simple Super Attack to give you some breathing room.



then collect some more potions. Take control of each of the characters to guide them to the potions.

The first thing to do in this area is to smash up some of the crates and grab the Potions of Heroism. Don't smash all of them because you can't use all of the potions at once. Let the room fill up with some enemies, perform a few Team Super Attacks, and



Archers appear on the fallen pillar. These guys can't be reached by either Rannek or Zhai. That leaves the job to Illius and his long-ranged attacks. Position him in a place away from the melee orcs. Illius needs time to charge his projectiles.



Zhai has a couple of shadowy areas to work with toward the back of the room, near the entrance. Use the shadows to hide and sneak up on the orcs from behind. These assassination kills fill up Zhai's Hero Meter quickly.

caution

In these heated battles with so many enemies, it's easy to lose sight of your teammates. Always keep one eye on your teammates' health gauge. If you notice one of the gauges getting low, switch to that character, get him or her out of danger, and look for Health Potions. If one of your characters falls, so does the team.

There are many breakable objects in this room that contain treasure or health. When you use Super or Team Super Attacks, those breakable objects can be accidentally broken. To avoid missing out on treasure, look over each room after each Super Attack, and collect the items.



After you defeat the few waves of orcs, all seems quiet. Zhai is the first to see the smoke bomb come out of the crack in the wall and is able to jump behind some boulders.



The smoke from the smoke bomb turns out to be a sleeping gas. All three heroes fall victim to it but because Zhai was able to hide, she alone was not taken away.

Zhai, the Rogue



When she wakes, Zhai finds herself alone and decides to find the others. Passing through the same crack in the wall where the gas came from, she finds herself in a tunnel system with plenty of shadows.

The guards here are on patrol. Since your specialty is the sneak attack, you must wait for the guards to turn their back to you. Sneak attacks are the most efficient combat technique for Zhai. And besides, sneak attacks just look so cool.

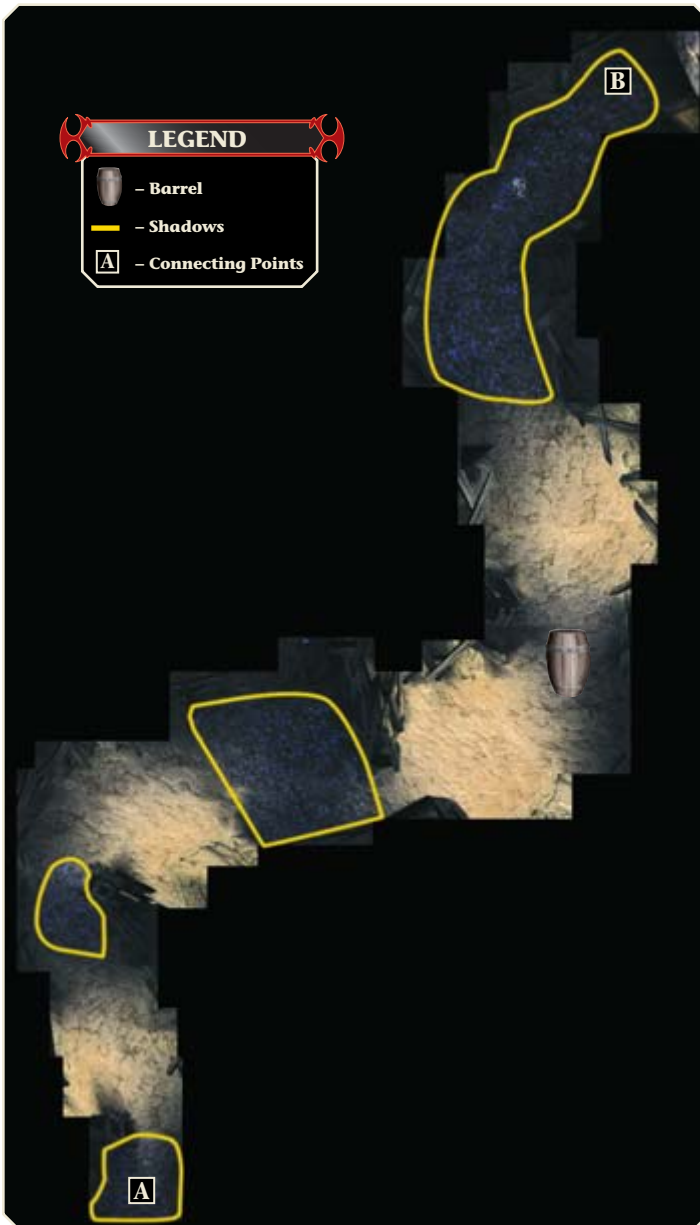
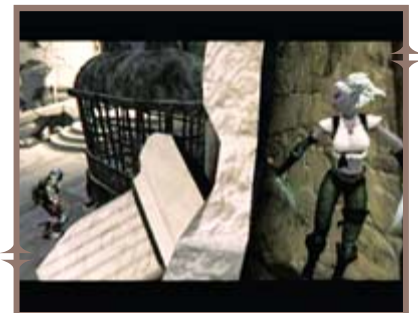


Continue through the tunnels and rid each guard with a well-placed sneak attack. Do not stay in the light too long or the guards will see you.



These barrels and boxes have treasure in them. Smash them to reveal the treasure and clear the path.

Finally, you reach the end of the tunnel. Through the opening, you see your friends and a couple of guards. There are two ways to handle this. The first way is to time your sneak attack on the first guard so that when you are exposed, the second guard doesn't see you. If either guard sees you, they will call for reinforcements.



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Wait in these shadows for the right moment to attack. Your target is the guard closest to you. When the second guard turns to face you, it's almost time to strike. As soon as the second guard begins to turn away from you, move out of the shadows and perform a sneak attack on the first guard. Once down, return to the shadows to easily pick off the second guard.

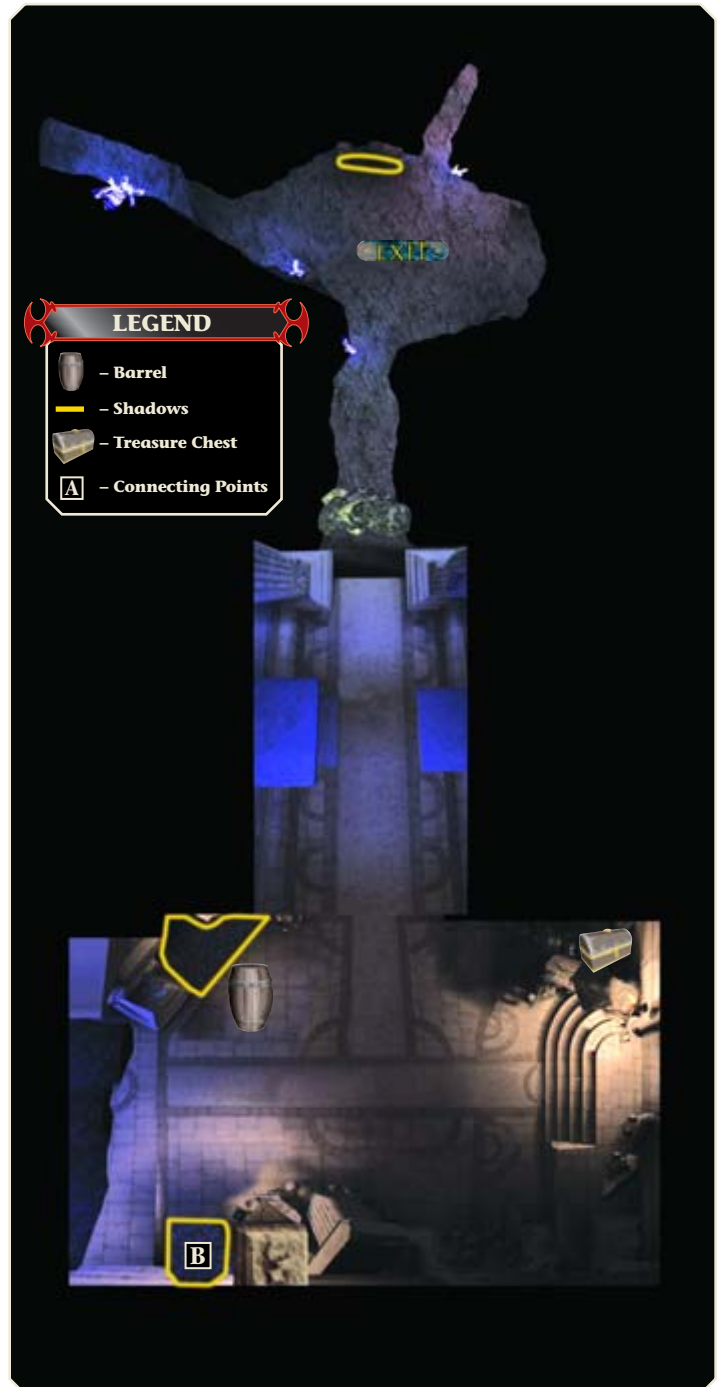


If you are seen by either guard, a bunch more shows up. This is the second way to handle the two guards. The more guards there are to fight, the more experience you earn.

tip

If you choose to be seen by the guards for the XP value, don't just stand in the light and wave at them. Use the element of surprise and dispatch one of them using a sneak attack. You only need the surviving orc to see you and that's one less orc you have to worry about when the rest appear.

With the large group of orcs, use the shadows to pick them off one by one. Since you become visible soon after each kill, lure the attacking orcs away from the shadows. If there are too many orcs near the shadows, they can easily whack you before you get a chance to hide.



Team Effort



After Zhai frees the others, a patrolling orc sees them and calls for help. At least now the full team is available to fight. The first wave comes out of the large entrance. Pick your character and start the carnage.

Rannek nicely handles the large groups of orcs with his sheer power. Knock down all your enemies at once by swinging your sword. When you see an orc raise both axes, block. The raised axes are a warning sign that they will swing at you at least a couple times. Blocking at the right times can save your character's life.



After the initial wave, orcs begin to come up from the ledge and out of the two cracks in the wall. Position yourself near the ledge so you can knock them off the ledge as soon as they arrive. Super Attacks are useful for knocking enemies off the edge.



As Illius, stand away from the main action. Charge your ranged weapon and fire it into the crowd. Stand away from the ledge to knock down the climbing orcs.

tip

As Illius, it's ok to fire at enemies that are off-screen. The nature of a long-ranged fighter is that you must be far away from your opponent. This sometimes means that you cannot see your enemy. Trust the aim of your staff as it targets enemies off-screen.



These orcs can be tough to kill, even for a powerful fighter like Rannek. While Rannek can fight multiple enemies effectively, also use Zhai's sneak attacks to reduce the their numbers.

Boss Battle: The Orc King



When all the orcs are gone, a large, lumbering orc in full armor comes charging out of the hallway. This is the Orc King.

Fighting the Orc King takes patience and persistence. The Orc King's health meter appears in the upper right. Attack him with all you've got to reduce the red in the meter.



tip

When the Orc King's health meter flashes white, it means that he is taking damage. Use this information to see when he is vulnerable to attacks and when your attacks do absolutely nothing.

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Use the Team Attack to have a teammate help while you are attacking. Team Attacks cause heavy damage to your target, but eat up some of your selected character's Hero Meter. This is the most effective way to damage the Orc King.

When the Orc King glows blue, he is impervious to attacks. This is usually followed by a stunning electrical attack as well as a fire attack. If you attack him in the glowing blue state, your weapon simply bounces off him and you become vulnerable to the next two attacks. Instead of attacking him in this state, run away and out of his range until the sequence is over. Then, return and continue the attack.



caution

The Orc King's electric attack can stun you. If you are stunned, immediately switch over to a standing character and press on with the attack. There is no gain from waiting for the stunned character to revive.



Damage the Orc King as fast and as hard as you can. After a short time, he retreats to the top of the stairs where you can't touch him. To make things worse, he calls more orcs to fight for him as he watches.

Fighting the lesser orcs isn't a complete waste of time. Fighting them gives you a chance to replenish your Hero and health meters. Pick up everything that the lesser orcs drop because as soon as you finish off the last one, here comes the Orc King again.



note

Zhai's sneak attack does not work against the Orc King.



This cycle continues until you've drained the Orc King's health meter. After he is down, the party loots his corpse to find some essential items: Gauntlets of Ogre Power for Rannek, Beads of Force for Illius, and a Ring of Jumping for Zhai.

Chapter 2 Epilogue



With his new Beads of Force, Illius can blow up the wall. Illius is the only one who can see the symbol on this wall. Switch to another character and the wall appears normal. Use the Beads of Force to set the explosive and use them again to detonate it.



Before moving on past the newly-destroyed wall, take a moment to go to the throne in this room. Use Rannek's new gauntlets to smash

Gemspark Mine

the throne. With the throne gone, Zhai can use her new jumping ability to reach the treasure chest at the top. Congratulations, you've found a **hidden area**!



Now onto the next area with the platforms in the walls. This is Zhai's specialty now that she has the ability to jump. Use Zhai to jump to the top level where the switch is located. To activate it, use your primary or secondary attack buttons.

The next wall has the symbol of the trolls who destroyed Rannek's town of Nesme. Only Rannek can smash this wall. Use his Gauntlets of Ogre Power to smash the ground and destroy the wall.



Just when you thought the level was over, you pass through that last doorway to find two skeletal beings locked in battle. One of them calls forth an army of Red Slaadi and the next thing you know, you and your team are fighting the Slaadi just to stay alive.

Each time you use a Super Team Attack, pick up the Potions of Heroism left by the disintegrated Slaadi. Chances are there'll be many potions lying about. Switch up characters and pick up all the potions in order to perform another Super Team Attack. Repeat this over and over.



tip

The Slaadi are a bunch of tough customers. It takes many attacks to knock them down. Hopefully, if you invested in the Improved Trip Combination at the start of the level, you can knock them down once and follow it up with the Coup de Grace to finish them off. Without the Coup de Grace, the Slaadi just keep getting up. Another alternative is to knock them off the edge of the platform. The idea is to not spend too much time using just brute force. Fight smart and stay alive.

As tough as the Slaadi are, Zhai's sneak attacks still work wonderfully. Use the single shadowy area here to get hidden and make use of Zhai's assassination skills. A few sneak attacks will fill up her Hero Meter and then she can use a Super Attack to clear the area. Or better yet, if the others' Hero Meters are full as well, perform a Team Super Attack.



tip

As Zhai, you can defeat a lot of enemies by simply performing sneak attacks until her Hero Meter is full. Once full, she can perform a Super Attack to clear the area. Repeating this several times can take a big chunk out of the Slaad Army.



Illius has a hard time in these tight quarters. If you choose to play as him, stay in areas with as few Slaadi as possible. If there are no nearby enemies, charge up his ranged weapons and fire away. If forced into melee combat, knock the enemy over the edge of the platform.

Stay alive long enough and you make your escape through the same route as the Githyanki. Once safe, Illius explains to the others what just happened. It seems the three heroes have unwittingly been used by the Slaad Lord to release him and his nemesis, the Githyanki. What a mess we're in now.



DEMON STONE

Chapter 3: Attack at Cedarleaf

CHAPTER BRIEFING

Now why would Zhai be curious about the safety of Cedarleaf, the city of wood elves? Didn't she sneer at them earlier when she called them weak?



As Zhai leads the group to Cedarleaf and through a hidden entrance, she reveals that Cedarleaf was once her home. The three arrive in town just in time to catch the Cireka, the Githyanki general, begin to open a portal. As the portal widens, her army filters through. If the general succeeds in fully opening the portal, Cedarleaf and Faerûn are doomed.



There are a couple parts to this level. First, you must stop Cireka before she is able to complete the opening of the portal. Illius's long-ranged attacks are required for this task. In the second part of the level, Cireka and the Slaad Lord, Ygorl, are locked in a fierce battle and their armies are endangering the Cedarleaf citizens. Your job here is to see that the citizens safely evacuate town. Fifty-five wood elves must escape or you fail the mission.

ITEMS AND UPGRADES

At this point in the game, your characters should be at about level three in experience. Since there are no level three upgrades, and you aren't allowed to purchase level four upgrades, now is a good time to purchase the rest of your level two upgrades. If you can only afford a few upgrades, and don't wish replay a past level for XP, be sure to invest in an upgrade for Illius's ranged weapon. Melf's Acid Arrow will help things along in the first part of the level, as well as the second part, where hitting multiple enemies is key.

tip

If you are higher than level four, by all means purchase a few upgrades for level four. The coming battles in this level are tough and you can use all the help you can get.

The items you can afford at this level offer moderate protection or enhancements to your equipment. If you prefer swinging your weapon at multiple enemies, invest in weapon and damage enhancers. Spend your gold on protection items if you like to use the Coup de Grace to quickly dispatch enemies; the Coup de Grace finishes off enemies quickly.

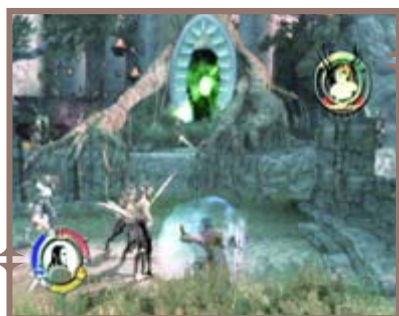
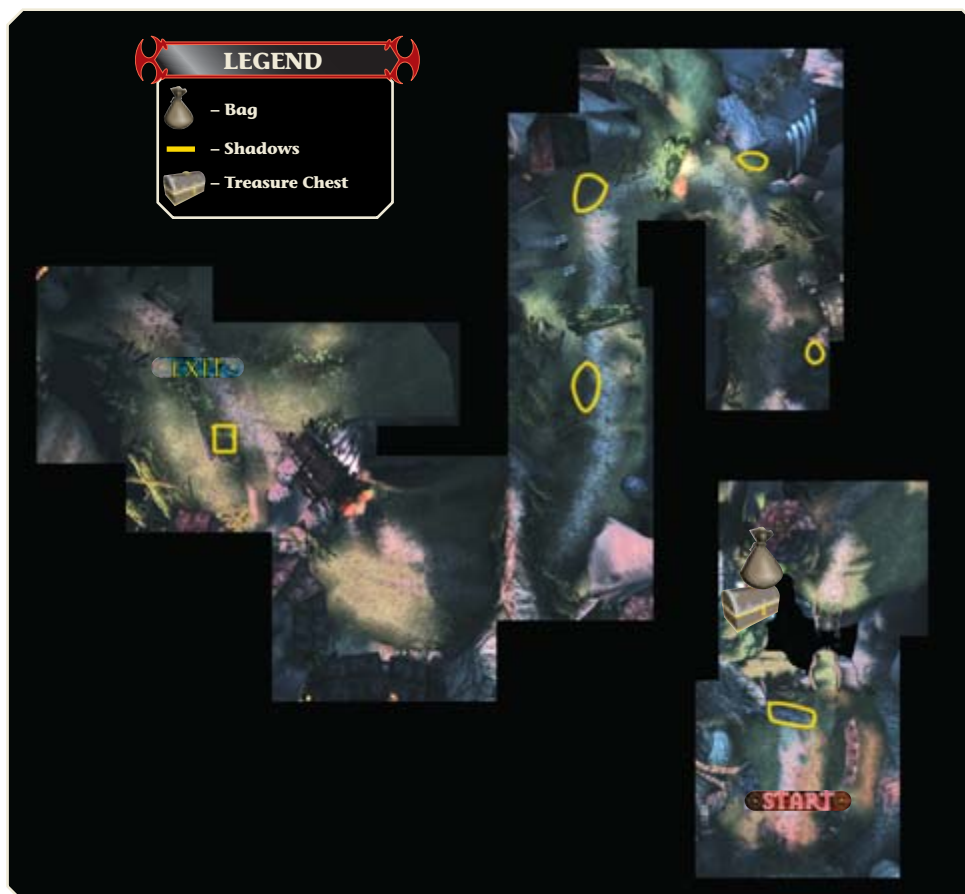
WALKTHROUGH

Illius, the Sorcerer

The portal is widening atop the ledge next to Cireka. To close the portal, Illius must use his ranged weapon to attack the general and break her concentration. With each hit that she takes, the portal closes a bit. Find a relatively sparse space on the platform for Illius to stand and stage his attack.



Attack at Cedarleaf



The quickest way to close the portal is to charge up your ranged weapon and let it loose on the general. This takes a little time and leaves you vulnerable to the quick attacks of the Githyanki warriors. As you charge your ranged attack, keep an eye on nearby

warriors. If you see them charge, stop what you're doing and either block or get out of the way.

Cireka's meter in the upper right of the screen indicates how close the portal is to completion. The red bars grow as the Githyanki general continues to open the portal. When they reach the top, you've failed the mission. If you are attacked by warriors and must defend yourself, do it quickly. The more time you spend focused away from the general, the bigger the portal opens.



tip

If you are confident enough in your battle skills, you can toy with the general to earn more XP. Reduce the portal until it is almost closed, and then concentrate on the warriors while watching the general's meter. Let the red bars rise as much as you are comfortable with, and then refocus your attacks on her. Repeat.

While this is Illius's project, don't ignore your teammates. The other two have their hands full trying to keep the Githyanki at bay while Illius does his work. If either of them get low on health, it's your job to take control and quickly guide them to health potions.



tip

A good way to clear the arena and buy Illius some time to attack the Githyanki general is to make use of Super and Team Super Attacks. Note which of the characters do not have full Hero Meters and switch to them to pick up any Potions of Heroism that are dropped.



Team Super Attacks not only clear the nearby Githyanki warriors, but they are also effective in helping to close the portal.

When you finally close the portal, Cireka takes off across the bridge. One of her warlock goons draws the bridge in hopes of slowing your pursuit. The only one that can access the switch to restore the bridge is Zhai.



Zhai, the Rogue

The switch is in the hut across the way. To get there, hop across the platforms near the waterfall. Standing in your way on the first platform is the Githyanki warlock. Quickly hop up to him and get rid of him. There are no shadows here to hide in, so defeat him the old fashioned way; try to knock him off the platform.



Just above the platform, where the warlock once stood, appears two Slaadi archers. Hop up to them and defeat them with brute force. Alternate your attacks between the two to keep the both of them stunned so they can't fire arrows at you.

Before you head into the hut to throw the switch, take a detour up the remaining platform to grab the treasure in the treasure chest.



caution

It is important to grab the treasure at the top of the platforms before you hit the switch. If you enter the hut, say goodbye to the treasure, because you can't backtrack to it.



Hop down from the top ledge and enter the hut. Once the bridge is restored, the rest of the team joins Zhai on the other side.

Team Effort



The battle between Cireka and Ygorl is really heating up. The wood elves are right in the middle of harm's way. Provide protection for the elves as they flee to the shelter beneath the tree.



Note the counter in the upper right of the screen. The first number is the number of wood elves that have escaped, and the second number is the total number to be saved. Save as many as you can early. That will make it easier later.

Defeat the Slaadi near the tree to allow the elves to escape. The elves can't take much damage and will perish if you do not help. Make it your priority to stop the enemies that are attacking any elves. Keep track of where the elves run; sometimes the enemies chase the elves off the screen and get them before they make it to safety.



When this first area is cleared, Rannek or Illius must smash the fallen tree to clear a path. Beyond the tree are more elves to rescue. This time, their attackers are the agile Githyanki warriors.

After the Githyanki are defeated, the hammer-wielding Slaadi appear in large numbers. At least at this point, the elves in this area have fled and you can focus on ridding the area of baddies.



Zhai can use the shadows here for sneak attacks.



If you prefer to stay back, use Illius to fire his projectiles at the group of enemies. If you have Melf's Acid Arrow for your ranged weapon, use it on multiple enemies at once. For added support, cast protection spells on your teammates in between projectile attacks.

note

Don't bother smashing the logs that block your path until the flames die down. Clear the immediate area of enemies in order to clear the logs.

Past the next fallen tree are Slaadi archers. Charge these guys with Rannek or pick them off one by one with Zhai's sneak attack. If you choose Zhai, be quick about it; the archers can cause a lot of damage. Illius's Melf's Acid Arrow is great here. Use it to knock the archers back while your teammates go in for the kill.



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tip

Don't hesitate to use Super and Team Super Attacks as soon as your Hero Meter gets full. The sheer number of enemies is dangerous and any attacks that can damage multiple enemies are invaluable. If you can wait until all three Hero Meters get full, do so, but in a bind, a regular Super Attack will do.



Go past the next log and wave of attackers. The escaping elves are starting to add up, but you need to rescue many more before you can stop fighting. Stay close to these two pillars from which the elves are emerging. With some diligence, they can all make it through.

After you reach this clearing surrounded by burning homes, deal with a few Githyanki warriors and red Slaadi. The elves stuck in the burning homes are best left there for now; it's safer for them there than out in the open.



note

There are no shadows here for Zhai. Rannek is a good choice for this part.



Once the enemies in the yard are gone, release the elves with the Gauntlets of Ogre Power or the Beads of Force. As soon as you release them, be wary of the fresh batch of Slaadi that appear. Protect the elves with all you've got as they head for the flaming barricaded bridge.

tip

If you're out of Super Attacks and must defeat each Slaadi individually, use the Coup de Grace immediately after an Improved Trip Combination. If you simply use the brute force hack and slash, it can take many blows before you defeat your opponent.

Smash your way through the blockaded bridge so that the elves can escape through the safety point beyond. Make yourself comfortable in this little clearing because you are about to spend a little time here. This is where you make your last stand and buy time for the rest of the elves to escape.



The elves emerge from this point here, next to some shadows that Zhai can use to hide.

Attack at Cedarleaf



To the right, a short distance from where they emerge, is the wood elves' escape point. Make sure enough elves get through to bring the total up to 55.

tip

The many Slaad that appear in waves are best defeated with Team Super Attacks. This is not always possible, so you must use all three characters wisely.



When you are playing as Zhai, post her up in the shadow near where the elves enter. From here, Zhai can quickly assassinate any attackers as they charge on the wood elves. A few kills should charge up Zhai's Hero Meter, which you can use to help the team, or save for a Team Super Attack.

Rannek has great defensive stats, but even he cannot stand to be pummeled by so many Slaadi. Use hit and run tactics to avoid taking heavy damage. Improved Trip Combinations followed by the Coup de Grace is a good way to reduce the number of Slaadi one at a time. The faster there are fewer of them, the better the elves' chances of escaping. The faster they escape, the better *your* chances of escaping.



Just because the escaping elves make it past the area closest to the entrance doesn't mean that they're home free. After you clear the entrance, follow them toward the exit to make sure there are no more enemies to harass them.

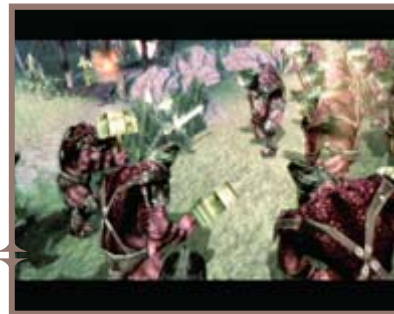


The number of enemies and their strength makes this area tricky for Illius. To use him effectively, place him away from the action, where he can charge up his projectiles. Keeping away from the fight does not mean that he is safe, so be ready to

block any incoming creatures. If Illius gets knocked down, precious time is wasted in recovering.

tip

There are many ways to fight this battle, especially when there are three characters, each with different strengths. If you find that a certain strategy doesn't work, try something else. While you can play as each character during the fight, you may just want to play as a single one. This can be just as effective, so don't feel like you need to play any certain way. In the end, a victory is all that counts.



The battle continues for several waves before enough wood elves are able to escape. Without her portal, Cireka is without an army and is thus overwhelmed by Ygorl and his Slaadi army. Cireka retreats and leaves the Slaad Lord to destroy what remains of Cedarleaf.

Cedarleaf is no more and Zhai reveals more of her history. The destruction of Cedarleaf reminds Rannek of Nesme and the three vow to put a stop to Cireka and Ygorl so that no more towns will be destroyed. Where to now? Illius has a wise mentor nearby who may be able to help.



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Chapter 4: The Wizard's Tower

CHAPTER BRIEFING

The great Khelben "Blackstaff" Arunsun is one of the most powerful wizards of the land and is Illius's mentor. When the three heroes arrive at Khelben's tower, he fills them in on Cireka's and Ygorl's imprisonment in the Demon Stone. Long ago, Khelben locked the two inside the Demon Stone so that they couldn't wreak havoc throughout Faerun. To safeguard the gem, Khelben created an enchanted cell to house it so that stray travelers could not disturb it.



Somehow, Ygorl reached outside the Demon Stone with his mind and brought the three heroes to the cell. Together, they were tricked into releasing both Cireka and Ygorl from the Demon Stone. This is how all the trouble began.



The only way to save Faerun from total destruction is to trap the pair again in a new Demon Stone. Khelben knows of one that can be used to entrap the two, but it is being used by the devil-worshipping Yuan-ti. As Khelben sends the three to retrieve the new Demon Stone, Ygorl shows up at the tower. The three heroes run off to use Khelben's portal, which takes them to Yuan-ti, while Khelben and Ygorl begin their battle.

ITEMS AND UPGRADES

By now, you should have every level upgrade for level two and below. With your newfound XP and ability to use level four items, you can afford a few improvements to your skills. Level four upgrades are also

where you can develop new skills. Rannek and Zhai can learn the Riposte and Prone Attack skills. The Riposte is a counterattack move that launches immediately after blocking an enemy. The Prone Attack comes in handy when your character is getting up after getting knocked down.



Rannek's Riposte



Zhai's Prone Attack

While Illius can't learn the Riposte, he can learn the Prone Attack. The other new skill he can learn at level 4 is the Improved Critical, a skill learned by the other two earlier.



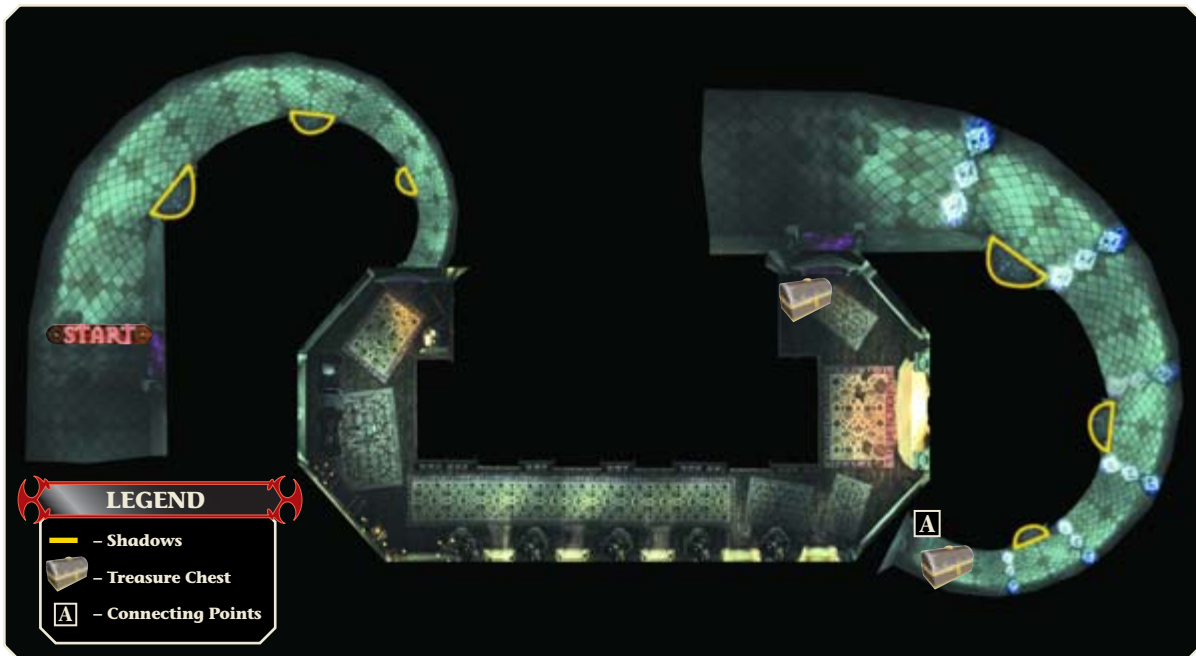
Illius's Improved Critical

tip

Level upgrades or items that cause damage over time are very effective against tough enemies that require many hits to defeat. Illius's Poison Touch skill, Rannek's Flaming Burst item upgrade, and Zhai's Blade of Cutting item upgrade are examples of such upgrades. These skills or items continue to deal damage to your enemies for some time after making contact. For tough enemies, the extra damage can add up, especially if you attack multiple enemies at once.

Chapter 4 doesn't have many shadows for Zhai. If you're low on XP or gold, skip the items or skill upgrades that improve her hiding ability. You can come back later and purchase them. For this level, spend your XP and gold on upgrades that improve Rannek's and Zhai's attacks and Illius's defenses.

The Wizard's Tower



WALKTHROUGH

Team Effort



To use Khelben's portal, you must first get to it. This involves making your way through the many levels of the tower. Your journey begins in the circular walkway around the edge of the tower. As you start, you are attacked by bugbears.

Bugbears are tough creatures and are very hard to defeat with blind hacking and slashing. Improved Trip Combinations are the fastest way to knock them down. Improved Trip Combinations alone don't kill the bugbears, and they will get up again if you don't finish them off while they're down. Once they are down, use the Coup de Grace to deal the fatal blow.



caution

The wall along the walkway prevents the bugbears from being knocked over the edge and to their demise. Don't waste your time with attacks that knock them back; they are not going to fall off the edge.

Bugbears can block your attacks with their crude weapons. If your attack is blocked, you become vulnerable for a brief moment. This brief moment is when the bugbears like to pick you up and flail you about (this is not good). If you see them go into their blocking stance, wait until they come out of it before unleashing your attack.



These little nooks along the wall provide perfect shadows for Zhai to hide in. They are also nicely spaced along the walkway so that you are never too far from a safe hiding place.

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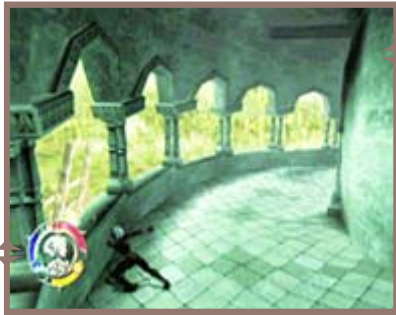
caution

While Zhai can run to the nooks for safety, if a bugbear is close on her tail and is in the middle of an attack as she becomes hidden, it will still hit her and reveal her. If a bugbear is chasing Zhai and she needs to be hidden, put some space between them before leading her into a shadow.



Destroy the ladders that the bugbears use to climb to the walkway. A few whacks from a sword does the job, but be careful of the bugbears; they are smart enough to defend the ladders so that their buddies can add to the party.

Zhai's hiding ability makes her a good candidate for handling the ladders. Use the shadows to get hidden and wait until the bugbears get away from the ladders. Then rush over and destroy the ladders in peace while your friends fight the bugbears.



Zhai's quickness and assassination skills give her an advantage over the slow-moving but tough-as-nails bugbears. One by one, she can quickly reduce the number of attackers. Use the shadows to sneak up on the bugbears as they surround your teammates.

The narrow walkway makes it perfect for a ranged-weapon combatant like Illius. A narrow walkway forces enemies to approach from one direction and makes aiming a lot easier. Stand back, charge up your projectile weapon, and let them loose as the bugbears unwittingly mill about in your line of sight.



With the bugbears and their access ladders gone, move on to the next area. More bugbears. What's this? The statues along the walls are attacking the bugbears as the bugbears walk underneath them. This should come to no surprise; a powerful wizard like Khelben is sure to have good defenses in his tower.



The corner railing makes a good pseudo barrier for Illius to keep his distance. Stand on the near side of the bend and Illius is able to target the whole group of bugbears on the far side.

tip

The statues are stationary, so their help is limited. Lure the bugbears within reach of the statues.



Part of the ledge is breakable. Position yourself so that you can knock the bugbears over the ledge. Knocking the bugbears over the ledge is a fast way to reduce their numbers and it's possible to knock over multiple enemies.

The Wizard's Tower



The bugbears are coming from the windows by way of more ladders. Knock the ladders over to prevent more and more bugbears from coming through.

tip

If you fight near the windows, you can knock out the ladders while fighting the bugbears. The fact that the windows are near the statues is a bonus as it allows you to knock the bugbears within reach of the helpful statues.

There are no shadows in this area for Zhai. Use her speed to quickly knock over the ladders or use her Improved Critical attack to deal massive damage to the bugbears.



As the team approaches the fireplace, they are attacked by a bunch of Slaadi warriors. In addition to knocking them over the edge of the ledge, you can also knock them into the fire.

tip

The flying books attack anything near by, so position your enemies near the bookshelves. Any little bit helps.



Don't overlook the treasure chest near the exit. It's a little dark and hard to see.



The next circular walkway has glowing traps in the floor. The way the traps affected bugbear in the screenshot tells you that you don't want to step on any of them. The switch to disarm the traps is on the far side of them. This is a job for Zhai.

Zhai, the Rogue



Jump over the first set of traps and take refuge in the shadows there. Beyond the next set of traps is a Slaadi archer. Once hidden, quickly come out of hiding and jump over the traps to the archer. If your hiding ability lasts long enough to position yourself for a sneak attack, do it.

caution

Do not step on the traps. When fighting in the area between sets of traps, avoid a lot of running around to avoid inadvertently triggering them.

If your hiding ability is still underdeveloped, you have to fight the archer the old-fashioned way. However, still stay hidden as long as possible so that you have the advantage when fighting hand-to-hand.



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tip

Since you are jumping over the traps to reach the Slaad anyway, why not perform an Acrobatic Attack on the way down? Simply press your primary attack button as you descend from your jump.



You must repeat this technique until you reach the far end of the walkway where a Slaad warrior, a treasure chest, and most importantly, a disarming switch await you. Use a sneak attack to take care of the Slaad warrior and give the switch a couple swipes to activate it.



Team Effort



You emerge from the circular walkway into the bottom floor of the room with the helpful statues and bookshelves. At the edge of the room is a magical pool. Knock your enemies into the pool for a little surprise.

With each enemy that falls into the pool, the pool becomes energized. This is marked by the yellow symbols that appear above the pool. For each body that the pool gets, two symbols appear and begin to fill a semi-circle pattern above the pool. The seventh symbol fills up the semi-circle with the fourth enemy that drops in the pool.



When the symbols fill out, the pool magically reaches out and damages all nearby enemies.

Wave and wave of red and green Slaadi appear to stop your progress to Khelben's portal. The green Slaadi are the archers and should be stopped first. Their projectiles knock you back and leave you stunned and vulnerable for a short time.



Herd the attackers so that you can knock them into the pool. Not only do the Slaadi instantly perish when they fall in, but the pool uses the bodies to help attack all the Slaadi still standing.

Clear the area of the relentless Slaad army and go through the door to the left of the pool. On the other side of the door is another circular walkway with traps in the floor.



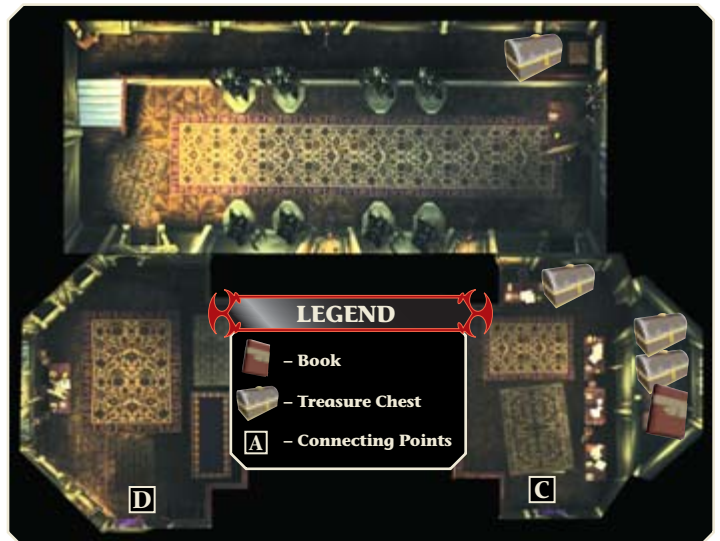
The Wizard's Tower

note

You can also hit the switch to disarm the traps before you touch any of the Slaadi. If you do this, your teammates can join you in the fight. But why would you want to do this? The enemies here are few; nothing you can't handle. To let the other two join in the fight places them in danger of taking unnecessary damage.

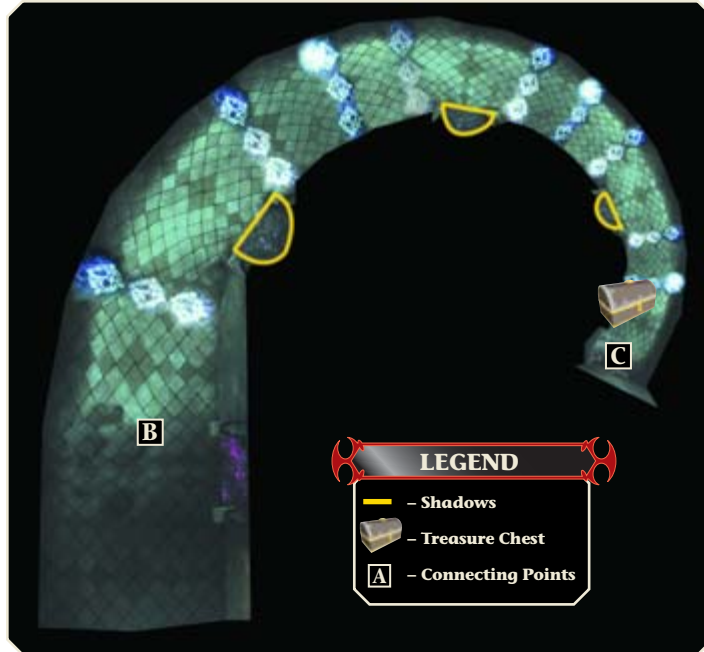


As the three heroes traverse the trap-laden walkways of the tower, Khelben is locked in battle with Ygorl. The situation doesn't look good for Khelben as Ygorl is able to take Khelben's staff away.



Illius, the Sorcerer

Safe from the traps, the team finds itself on one of two platforms. Across the room on the other platform are bugbears with throwing-axes. Let Rannek and Zhai handle the bugbears on the platform on this side of the room. Take control of Illius and concentrate on the bugbears on the far side of the room. Have Illius charge up his ranged weapon and fire it at the distant bugbears.



Zhai, the Rogue

These sets of traps are almost exactly like the ones you encountered earlier. The difference this time is that the second archer doesn't appear until you land in his area. This prevents any hopes of using a sneak attack on him. Give the archer a few quick swipes and move on to the switch area.



Near the treasure chest at the end of the walkway, two Slaadi warriors appear. The shadowy nook here gives Zhai all the tools she needs to safely defeat them. Go invisible and perform sneak attacks on each.

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The axes thrown by the bugbears knock Illius down and stun him for a moment. Besides annoying, this endangers the team. If you see axes coming toward Illius, interrupt the attack and immediately hold down the block button. The axes will simply be deflected by the magical force field.



tip

When there are no more distant bugbears, or if there is simply a lull in the action from the far platform, stay put and aim your ranged weapon at the bugbears your teammates are fighting. If your ranged weapon has a lock on a target, even if that target is off-screen, charge up your projectile and lend a hand to your teammates.



Team Effort



Before you move to the next room, crack open the treasure chest here and take a good look at the wall on the other side of the doorway. Use Rannek's Guantlet of Ogre Power or Illius's Beads of Force to crack open the wall.

Look at all the goodies in here. This is Khelben's treasure and he would want you to be prepared for your mission ahead. Loot the place and move on to the next area.



Be ready for a fight in this narrow hallway. The bugbears are thick in numbers in this small space. The statues that line the hallway help, but don't expect them to do all the work for you.

Illius can use the narrowness of the hallway to his advantage. Stand him at the end of the hallway and have him fire his charged projectiles at the masses. This position keeps him out of the way of the main fight, but he has to defend himself when the bugbears charge him.



caution

Your teammates' health drains pretty quickly with all the bugbears crammed in here. Keep a close eye on the health meters. The nice thing about having so many targets in a small area is that you are never far from a health potion.



The bugbears can easily overwhelm Rannek here. Block often to reduce the damage he takes and run away to a clear space if you see a group of them gearing up to attack at once. Stand in one place too long and Rannek is bound to get hit hard and often.

tip

Without shadows to make use of Zhai's hiding abilities, keep her on the peripheral of the crowd. Zhai should attack from the outside of the crowd so that she can have room to use her speed to avoid blows.

The Wizard's Tower

If a character is really low on health and you want to play it safe, pull the character back through the doorway through which you entered. This allows you to deal with one or two bugbears at a time. Hopefully, those ones will drop a health potion to revive you enough to jump back into the action.



The weapons on the wall are more than willing to help you fight the bugbears in the immediate area. You can also knock the bugbears over the edge of the platform, but because the platform is so wide, it's tough to lure them over to the edge unless they are already close to it.



At the end of the hallway is a small set of steps that leads to a treasure chest.



Things get quiet after you defeat the last of the bugbears. Even in the next room, with the twin stairs leading down, the air is eerily quiet. Don't overlook the three treasure chests lining the wall at the top of the stairs.



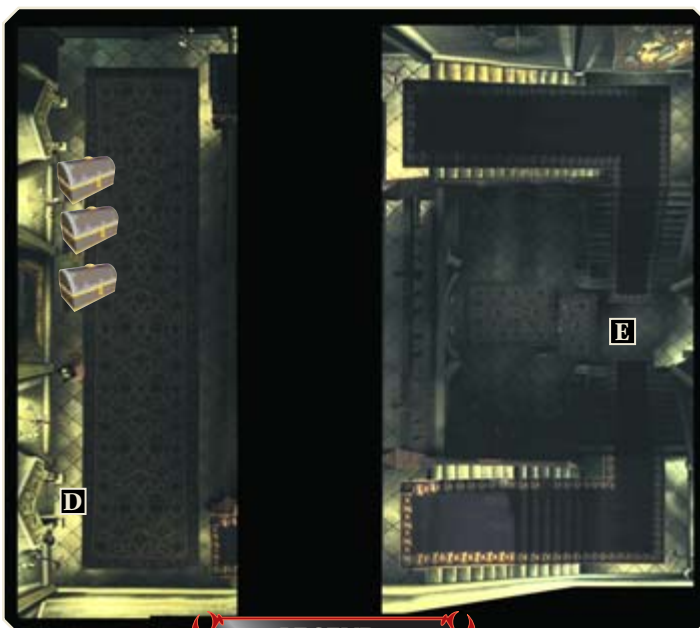
Moving onward takes you to the platform where the bugbears were throwing their axes earlier. More bugbears are climbing up from the ladders at the windows. You know what to do about that.

Head down either set of stairs; it doesn't matter which. After you're outside, Illius points out Khelben's Shield Guardian, a huge, armored guardian. Illius is familiar with it and can use it to fight for the group.



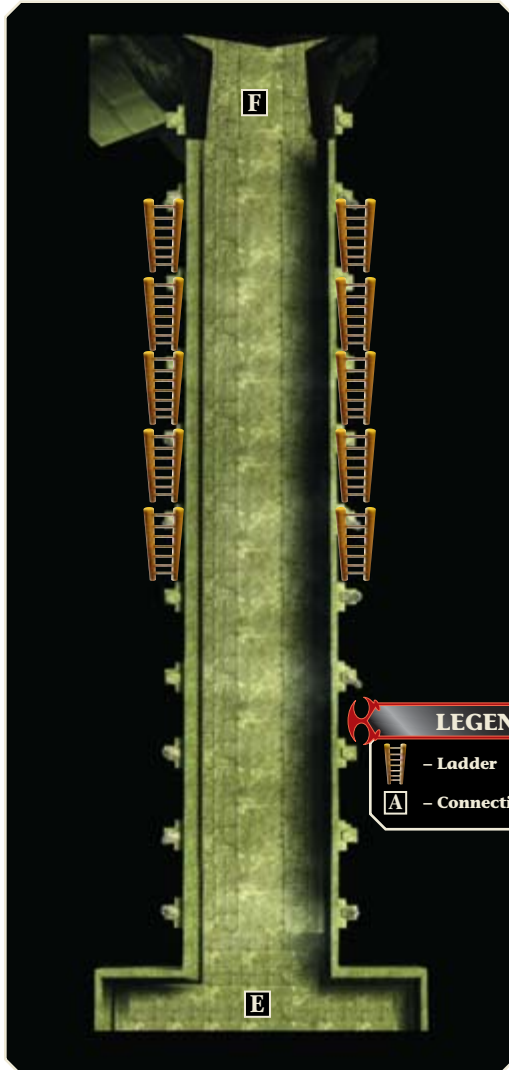
Shield Guardian (Illius, the Sorcerer)

The Shield Guardian is slow and is limited to two swings at a time, but its power and reach is unmatched. The Shield Guardian must make it across the walkway before the bugbears drain all of Illius's health meter. Rannek and Zhai help defend Illius, but the majority of the work is in the hands of the Shield Guardian.



LEGEND

-  - Treasure Chest
-  - Connecting Points



LEGEND

-  - Ladder
-  - Connecting Points

caution

If you simply swing the Shield Guardian's weapon wildly, the chances of bugbears reaching Illius increases. Without careful timing, the re-cocking time allows stray bugbears to reach Illius. The problem with this is that then you end up turning the Shield Guardian all over the place to get one or two bugbears.

tip

The Shield Guardian's size makes it very sluggish to move around. Stay near the center of the walkway so that you don't have to take too many steps to reach any area of the walkway.



Work your way down the platform as you let the bugbears gather around the Shield Guardian's feet each time before you swing. There are ten ladders that are supplying the steady stream of bugbears to the walkway, five on each side of the walkway. When you reach the first ladder on the

far side of the walkway, take a couple steps away from the center of the platform so that the Shield Guardian's weapon can reach it.

caution

If you miss a ladder, bugbears can come up from behind Illius and the team. Make sure you get all the ladders as you walk by them.



Don't tap the primary attack button indiscriminately. The down time between the Shield Guardian's double swing is significant. To protect Illius effectively, time your swings so that they wipe out as many bugbears as possible. Wait until a good number of them gather

around the feet of the Shield Guardian, and then tap the primary button twice to perform the double swing.

The ladders are paired up; each ladder has a matching one directly across the walkway. This means that after you destroy one on the far side of the platform, you know that there is one on the near side even though you can't see it. Use this knowledge so that you can swing at the near side with confidence without having to bring the full ladder into view.



The Wizard's Tower



After all ten ladders are destroyed, the team is safe from bugbears. The Shield Guardian was nice to use but now it's gone. The portal is now within sight. Unfortunately, the big daddy bugbear boss is there waiting for you.



Of course, it isn't going to be that easy. The bugbear is often invulnerable. When you see a blue glow around it, it is invulnerable. If the boss is in the middle of picking up one of your teammates, it is invulnerable. If you see the boss doing either of these, wait

it out and spend that time charging up your projectile so that it is ready to be unleashed when the boss finishes its attack.

tip

The two treasure chests on either side of the arena contain health scrolls. Resist busting them open until your characters are low on health. It would be a shame to waste the scrolls on healthy characters, and since they don't last long once released from the chests, you must use them or they are wasted.

The bugbear can also stun the heroes from a distance. Once stunned, the character is helpless. If the character that you are playing is stunned, immediately switch to a character that isn't stunned and continue the attack.

Don't worry, your character isn't dead until his or her health meter is empty; just wait a few seconds to regain control.



tip

Illius's ranged attacks are most effective because he can perform them from a safer distance. Use Rannek's or Zhai's Team Attacks if Illius becomes stunned.



Keep Illius on the job long enough and the boss's health meter drains. If only that is all you have to do.



LEGEND

- Treasure Chest
- Connecting Points

Boss Battle: Bugbear Boss



The bugbear boss is one tough customer and it knows how to block. The best way to deal with it is to charge Illius's projectile weapon and fire it at the boss.

caution

The shadows here can hide Zhai, but since sneak attacks don't work on bosses, ignore them unless you need to hide to grab the health from the treasure chests.

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Opening the Portal

With the bugbear boss gone, Illius can start the process of opening the portal. This takes time, so Zhai and Rannek must fend off the incoming Slaadi warriors to buy Illius the time he needs. Watch the meter in the upper right-hand corner of the screen to watch the portal's progress.



caution

If Illius is interrupted in his task, the portal will begin to close again. Keep the enemies from attacking him so that he can finish his job.



Post Rannek close to Illius and hold down the primary attack button to charge Rannek's power attack. Wait until a Slaad warrior approaches Illius and let the power attack loose. This initial attack will give you a head start on the charging enemy.

Once the power attack connects, follow it up with as many hits as you can land on the enemy.

The shadows around the arena now come in handy. Use them to hide Zhai and perform sneak attacks on the Slaadi warriors. The two shadows in the middle of the arena are long but thin. It takes some precise movement to hide in them. The shadows to the left of the dais are easier to hide in, but can be too far from the action.



Even with all the shadows, Zhai's effectiveness in this arena is limited. The Slaadi warriors are too numerous. Zhai can definitely reduce their numbers one by one, but for each one she attacks, several others are attacking Illius. It only takes one Slaad to interfere with Illius's project.

Rannek is the best guardian here for Illius because of his effectiveness in large groups. Stay close to Illius and swing that blade of his in all directions as the enemies approach Illius.



tip

The Slaadi come in waves, but only after the previous wave is defeated. Rannek should stay by Illius's side, even if you see Zhai fighting the last Slaad of a wave. If you run to help her, the Slaadi will be defeated faster, which only brings on the next wave that much quicker. Zhai can usually handle one or two enemies by herself, so why not let her duke it out while Illius benefits from the moment free of attackers?



Buy Illius enough time by keeping the Slaadi warriors off his back and the portal opens just in time. The last thing the three heroes see as they go through the portal is Ygorl destroying the wizard's tower.

Chapter 5: The Jungles of Chult

CHAPTER BRIEFING

The wizard's tower has been destroyed. Rannek, Zhai, and Illius barely make it through the portal. The portal takes the three clear across Faerun and into the heart of the jungles of Chult. As soon as they pass through the portal, the portal crumbles, leaving the heroes to wonder about the fate of Khelben. Illius can sense that the Demon Stone is nearby, but before they can get on their way, they are attacked by strange creatures. Unconscious, Illius leaves the first fight to Zhai and Rannek.



The jungles of Chult are dense and treacherous. Huge spiders make it their home and are always hungry. The aggressive natural wildlife here is only part of your worries. It's the very *unnatural* wildlife that may prove to be fatal to the team.

ITEMS AND UPGRADES

Your party should now be around level six. With the XP and gold you've earned so far, you can now afford some impressive level and item upgrades. Unfortunately, your foes are also getting tougher to kill.

tip

When purchasing level upgrades, peek ahead to the upgrades beyond your current level. This gives you an idea of what to purchase because many upgrades are built on other upgrades. For example, even though you are only at level six, the Stealthy upgrade for Zhai at level eight requires you to have the level-six skill Move Silently. Without a plan for your upgrade path, you may unknowingly spend all your XP on other skills and find yourself having to wait an extra level before you can purchase the skill you want.

All of the level-four (and a few of the level-six) level upgrades should be affordable at this point. If you choose not to Auto-Buy your skills and items, you'll have to pick and choose carefully. The jungles of Chult will call on Illius's range of skills, so make that your priority. Any increase in his

ranged-weapon skills can save valuable time when fighting the large groups you will encounter. The really hairy parts of the level don't have shadows for Zhai to hide in, so boost her defenses. Rannek will have to carry the brunt of swarms of enemies, so boost his attacking skills and items.



WALKTHROUGH

Rannek and Zhai



You emerge from Khelben's portal into this clearing in the jungle. Illius is down for the moment so it's up to Rannek and Zhai to protect him against the attacking creatures. What are these things, anyway?

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These *things* are called Yuan-ti Abominations. They are bred by the Yuan-ti and serve as their guards. They are tough as anything you've encountered so far and have an unusually long reach.

Along the edge of the clearing are some thin bands of shadows for Zhai to hide in. The Abominations aren't too numerous and there is plenty of space for her to maneuver. Using only Zhai's sneak attacks, you can clear this clearing of Abominations very quickly.



tip

Keep an eye on your pal Illius as he lies helpless in the clearing. The Abominations will attack him as he's lying there. Zhai's sneak attack is a great way to put a stop to any such attacks.



These creatures can sure take a beating. Even with Rannek's power, it takes a lot of hits to bring one down. Worse yet, his trusty Improved Trip Combination doesn't work on the Abominations. Use his Improved Critical to deal heavy damage.

tip

Use hit-and-run attacks on the Yuan-ti Abominations. Their reach is long and if they grab hold of you, ouch. The best way to come out of this with only minor pain is to attack and then get the heck out of the way. Repeat.



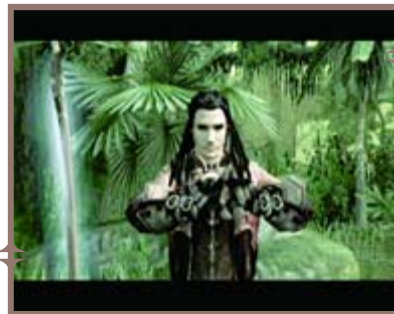
There is a health plant hanging over the rock near Illius. These pods rejuvenate all members in the party, including the downed Illius. Throw a projectile at it or use Zhai's jump attack to release its sweet nectar.

caution

If you see an Abomination raise its arms, it means it is about to grab you and give you a pounding. You have about two seconds to either block or attack. If you fail to do either, say hello to his little knobby hand.



Team Effort



Once the Abominations in the area are gone, Illius wakes up and senses that the Demon Stone you're looking for is to the east.

Before you move on down the path, backtrack to the clearing where you just were. To the right of the clearing, in the brush and trees, is a treasure chest.



Break open the health plant above the trail to revive the party's health; you need the full health that it provides. Just beyond the plant is a small group of Abominations. Illius can stand back and fire off his projectile

Jungles of Chult

weapons. If you were able to purchase his Lightning Bolt upgrade, you can damage multiple Abominations if they are standing near each other. The Lightning Bolt jumps from one Abomination to the next, causing a lot of damage on the way.

Coming down over the little grade, more Abominations attack the group. Along the path's left side are some handy shadows. Run Zhai over to them so that she becomes hidden. Use her sneak attacks on the Abominations, one after another. Let the carnage begin.



tip

Sure Rannek is the big, bad, damage dealer, but Zhai is in her element here and even Rannek cannot match her speed in dropping the tough-skinned Abominations.



Up ahead, the path is blocked by a giant spider's web. Beyond it, a band of Abominations has its hands full fighting spiders. Break through the web and watch a bunch of baby giant spiders drop from the trees.

The giant spiders and the Abominations are your main concern. Zhai has shadows on either side of the trail here at her disposal for sneak attacks. Rannek can jump right in and simply start hacking away as usual.

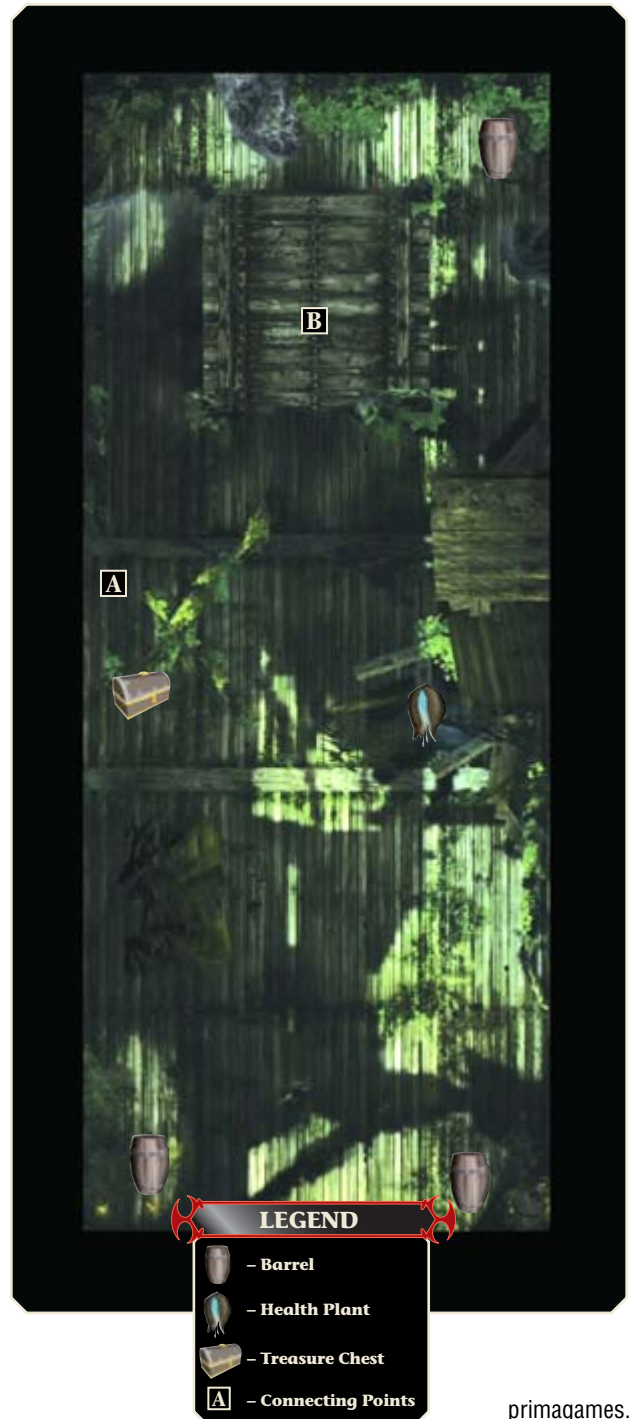


tip

If you don't feel like fighting so many spiders and Abominations at once, don't touch the web for a while and watch the two groups destroy each other.



When you turn the next bend, you come across an abandoned mill; Zhai can hear a river underneath. Find a way down to the river.



LEGEND

- Barrel
- Health Plant
- Treasure Chest
- Connecting Points

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Rannek, the Fighter



As soon as the party steps through the doors, Zhai and Illius are pushed against the wall and webbed up. It looks like you've stumbled across a nesting place for the giant spiders.

Rannek needs to free his friends as quick as possible; this place is crawling with giant and baby giant spiders. Ignore the spiders unless they attack you and quickly use the Gauntlets of Ogre Power to free the others.



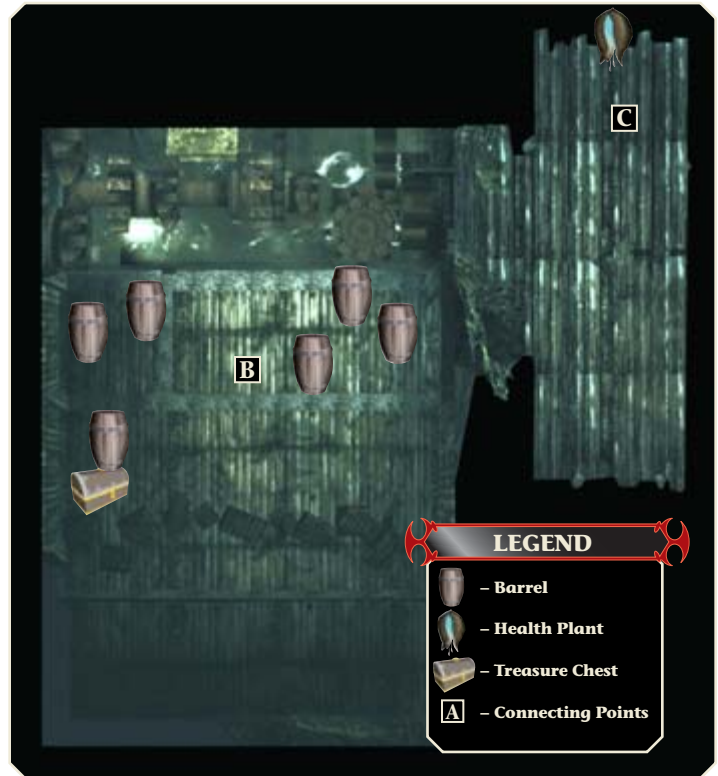
caution

Don't simply hack away at the webbing that is holding Zhai and Illius captive. Basic attacks take too long to free them and Rannek is sure to take a lot of damage by the many spiders crawling around.

Team Effort



Notice the nests hanging all over the rafters. These are where the spiders are coming from. Zhai and Rannek have limited projectiles and they are pretty weak. Illius is the best one for the job of destroying the nests.



Pull Illius aside so that he is standing at the nearside of the room. From here you can see all of the nests and any incoming spiders. Charge up Illius's projectile weapon and aim them at the nests. If any spiders approach him, simply retarget and fire the projectile at the attacker instead.



caution

There is a health plant hanging to the right. Be careful not to crack it open prematurely. Wait until you or your teammates get somewhat low on health, otherwise you just waste it.



If Illius gets in trouble and is attacked by a giant spider, switch over to Rannek or Zhai and bring him or her over to help. Illius can handle the baby spiders but has a tough time with the giant ones when they are up close.

Jungles of Chult

tip

Treasure is hidden inside the boxes and crates scattered throughout the corners of the room. Treasure doesn't last forever once it is released from the crates. If you want to make sure you collect it all, use Zhai for her speed and run around breaking boxes open before the battle gets too heated. During the battle, stray projectiles or sword slashes from across the room can open up a treasure chest that you can't reach in time or even see.



There is a hidden treasure chest on the rafters above the room. Zhai can access it here by jumping up onto the box and then onto the stairs.

caution

To make sure you get the hidden treasure above the room, grab it while the battle still rages. If the battle ends while any of the team is standing on the trapdoor in the room's center, you've missed your chance.



Destroy all the nests in the room and walk over to the trapdoor to drop down below. Below, you find spiders and Abominations next to giant spinning gears.

The spinning gears can crush the Abominations if you can knock them into the gears. Always fight the Abominations so that they are between you and the gears. This makes it possible for Rannek to push them over the edge of the platform and into the gears. Illius do the same while standing at a safe distance.



Use Zhai's speed to get rid of the little spiders and to loot the treasure in the barrels around the room. There is also a treasure chest in one of the corners.

tip

If Illius has in his arsenal Poison Touch or another damage-over-time unarmed skill, have him run around and attack the Abominations with his unarmed attacks. The damage adds up and helps the team clear this area faster.

When the room is empty of Abominations and spiders, side doors open up and in come the Yuan-ti. These half-human, half-snake creatures are fast and skilled fighters.



The three Yuan-ti warriors that enter the room are not difficult to defeat. Rannek and Zhai can take them head on while Illius stands back and fires his projectiles their way.

tip

You can also lure the three Yuan-ti into the room and knock them into the gears.

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Next, move out of the room and onto the dock outside. Across the river are some Yuan-ti archers. Illius should alternate between firing his projectile at the archer and using his force field to block the incoming venom projectiles.

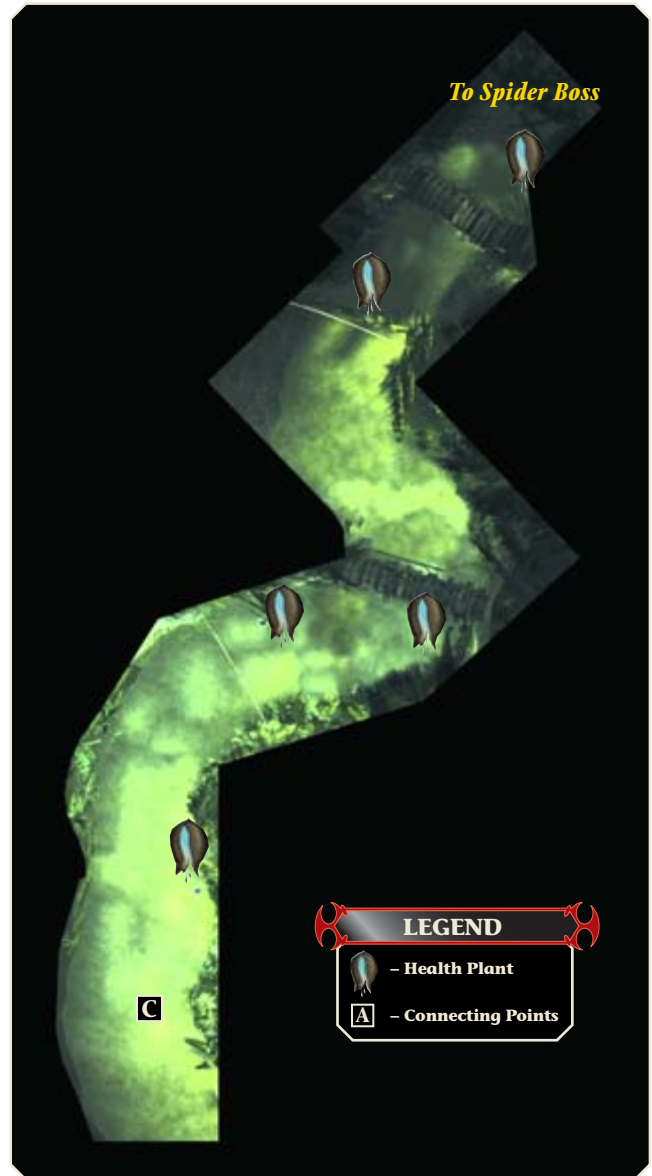
In addition to the archers across the river, melee-fighting Yuan-ti make their way out of the river and onto the dock where the team is standing. Zhai and Rannek should have no problem knocking them back into the water.



tip

There's a health plant hanging above the dock's end. Use as needed.

When a few waves of Yuan-ti attackers have passed, it's time to cross the river. Rannek decides to pull the team across on a makeshift raft. Unfortunately, the wailing Abomination above the river has other ideas. It spits something nasty and green at Rannek, who lets go of the vine he was tugging on, and the raft goes down the river.



The riverbanks are laden with Abomination archers that spit the vile venom at the drifting raft. To make matters worse, Abomination guards from the water climb onto the raft to take swipes at the party. Divide the work as you've been doing: Illius handles the faraway targets while Rannek and Zhai work at knocking the up-close intruders off the raft.



Jungles of Chult



The raft drifts until it hits a crude barrier made of vines that stretch across the river. Slash through it to allow the raft to continue along the river.

tip

To rack up XP, refrain from hacking through the barrier right away. With the raft stuck at the barrier, finish off any archers on the banks and let the Abomination guards climb up on the raft. The more Abominations that you allow on and then knock off, the more XP you get.

Move through a few more barriers in the same manner. In a couple places are bridges that stretch high across the river. These bridges support more Abomination archers. Treat them with the same prejudice as you did with the ones on the river banks.



tip

Don't forget to keep an eye on the health meters of the party members. There are a handful of health plants hanging above the river. Shoot your projectile weapon at them even if you are close to full on health. You only get one pass, so make it count.



The river takes the party to the mouth of a cave. Hanging above the cave is a health plant that should not be ignored—the boss battle is coming up and you need all the health your health meters can hold.

Boss Battle: Spider Boss

Before you meet the spider boss, the raft gets hung up on a huge spider's web. Don't break through the web just yet. Little spiders drop onto the raft for you to attack. Destroy as many of them as you need to fill the Hero Meters of all three party members. Entering the boss battle with the ability to perform a Team Super Attack is priceless.



When you break through the web, the boss shows up. You immediately notice that a lot of the fighting here is done by Illius because the boss is on the ceiling, out of reach of the other two.

tip

As soon as the boss gets near, use the Team Super Attack. Why not get the party started right?



Illius is the only one who should attack the spider boss. Position Illius in the corner of the raft that is farthest away from the boss. This makes it easier for Zhai and Rannek to protect you from the little spiders that drop down from the ceiling.

note

The spider boss moves around a lot, so the corner-of-the-raft-that-is-farthest-away-from-the-boss strategy will also change. The important thing is to always move Illius to whichever corner happens to be farthest away at the moment.

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Besides draining the health meters, the spider boss's venom shot paralyzes the victim on contact. Make it your priority to watch for it and block against it. The good news is that the venom shot is quite slow moving and there is plenty of time to call up Illius's force-field shield to deflect it away.



tip

Zhai and Rannek will occasionally be hit by the boss's venom and it may be tempting to take control of them to help them dodge it. Resist this urge and keep the controls on Illius; he's your man for this fight.



There is a rhythm to this fight and it goes like this: keep Illius's force field active (hold the block button) until a venom shot is deflected off of it...

...then immediately charge up Illius's projectile weapon and release it when, and only when, it is fully charged...



...and finally, call the force field again to block the next venom shot. Just keep repeating this until the spider boss is dead.

Often Rannek and Zhai can stand in such a way that they block the view of the spider boss. This can cause problems because if you can't see the boss, it's very difficult to know when a venom blast is coming your way. If this happens, simply move to the side until you can see the boss again.



If Zhai and Rannek are paralyzed and the little spiders get past them, their little bites will break Illius's concentration and he will not be able to charge up his projectiles. If this happens, simply bring up the force field and block the little spiders until Zhai or Rannek can take them off of you.

tip

If Zhai and Rannek are paralyzed and Illius has a charged projectile ready, fire it at the little spiders instead of the boss. And of course, immediately return to blocking.



With the spider boss gone, the raft clears the last web and the party makes it out alive. The three are thankful to have made it out of there in one piece, thanks to Illius. But the journey isn't over yet. Illius can sense that they are getting closer to the gem and things can only get worse.

Chapter 6: The Yuan-Ti Temple

CHAPTER BRIEFING

The Yuan-ti temple is nestled in the mountain just outside of the jungles of Chult. The Demon Stone is inside somewhere and you must get it. Don't let the handful of guards fool you; there are many more Yuan-ti inside the mountain. You're on Yuan-ti turf now.



This level is all about finesse. The first part of the level requires some careful sneak attacks from Zhai while the rest of the level requires diligence and well-placed blows from all three party members. There's little room for error now, so gear up and move out.

ITEMS AND UPGRADES

The first part of the level is all about Zhai's sneak attack ability. Invest in any level or item upgrades that increase the time that she can stay hidden. If you're at level eight, there's the Stealthy level upgrade; if not, level six has a nice Move Silently skill focus. The longer Zhai can stay hidden in the first part of the level, the less enemies the whole team will have to fight.

Illius is required to hold off many Abominations and Yuan-ti soldiers, but there is enough room so that boosting his defenses isn't a priority. Concentrate instead on his ranged-weapon skills or his enemy-charming skills. If you're at level eight, Hold Monster is a good monster-charming skill for this level. If you're not there yet or simply can't afford it, don't bother with the simple level six Hold skill. The length of time the Hold skill lasts is too short for the fights you'll be facing here. Put your XP and gold into powering up Illius's ranged-weapon skills.

For this level, Rannek will benefit from fast attacks like the level six Torm's Vengeance. Power is great but the ability to knock as many enemies off the edge of the platform in this level is more important.

LEGEND

- Bag
- Shadows
- Treasure Chest
- Connecting Points



WALKTHROUGH

Zhai, the Rogue



There are only a few guards patrolling the ledge leading up to the temple's entrance, but if any of them realize you're there, they will call more guards to help. This sounds like a perfect job for Zhai.

The shadows are small but there are plenty of them and they are evenly spaced out along the edge of the walkway. Go from shadow to shadow to reach the first Yuan-ti guard. Notice the gong next to the hole in the wall. This is the Yuan-ti alarm system. If the guard sees you, it will use the gong to alert reinforcements.



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Wait in the shadow until the guard turns his back. Then quickly move out of the shadow and silently attack the guard from behind.

caution

Depending on how much you've invested in Zhai's stealthy skills, the length of time she stays hidden varies. Stay in the shadows until the last possible moment before the guard turns around.

With the first guard gone, use the shadows along the walkway to move ahead. There are two guards patrolling the next area. You can attack either the first guard or second guard first. If you decide to attack the first guard first, come out of the shadows immediately after the second one turns his back to you. The guards don't stand in one place for long, so make it quick.



Attacking the second guard first is a much safer way to go because the second guard is patrolling right next to the gong alarm. If you attack the second guard first and you happen to screw it up, you'll be seen by the first guard. All is not lost in this case because that first guard has

to go through you to reach the gong. If you had been spotted trying to attack the first guard first, the second guard would have easily been able to reach the gong and call for backup.

tip

If you are spotted and unable to stop the Yuan-ti from hitting the gong, the reinforcements come crawling out of the holes in the wall. Once spotted, the new guards will head for Rannek and Illius. Pop in and out of the shadows as you tail them and attack them from behind.



In the next area are two more Yuan-ti guards. This time the first guard is next to the gong, so defeat this guard and then his partner.

caution

Zhai's sneak attacks only work if she is behind or slightly to the side of an enemy. Make sure that you are in one of these positions before you strike at a guard. If you hit a guard from the front, not only does the guard not die, he can get quite upset.

The path opens up in the next area where another two Yuan-ti guards are on patrol. Move Zhai to the big patch of shadows near the door. Position her so that her back is to the door and watch the guards do their route. Timing is critical here, so anticipate the other guard's intent to turn his back and then strike.



Yuan-Ti Temple

tip

If Zhai is ever discovered by a guard, take her immediately to a shadow so that she can perform a sneak attack on the guard as he makes his way to the gong. She can also defeat him using regular attacks but that increases the chances of the guard actually reaching the gong.



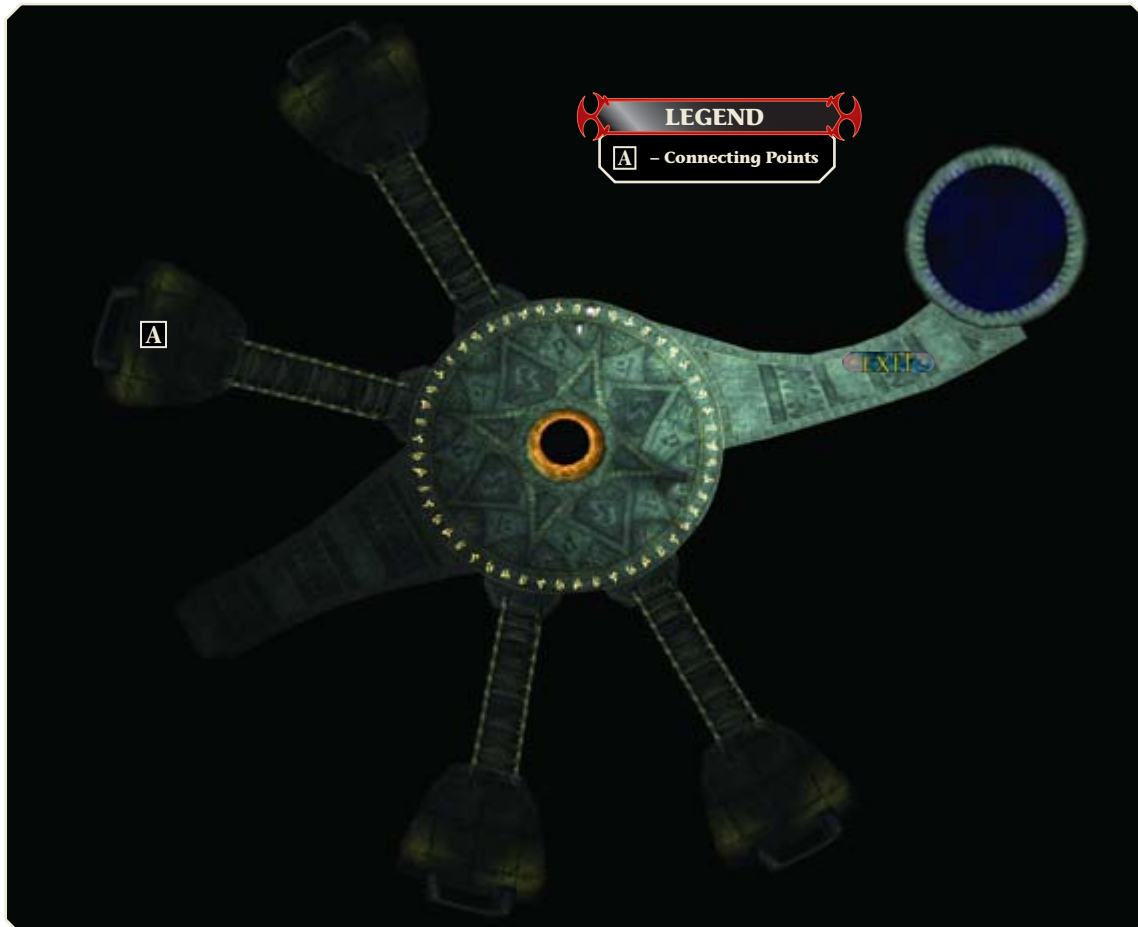
After the first guard is gone, the second should be easy to defeat, with or without a sneak attack. Once the area is clear, move to the courtyard's left to find this little nook and a cobra's head carved into the mountain.

See those ledges? Zhai can jump up using the cobra's head to reach the top for a few nice surprises.



caution

If you touch the door before you grab the hidden treasure near the cobra's head, you've missed it. Make certain you grab the goodies before moving on.



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Team Effort

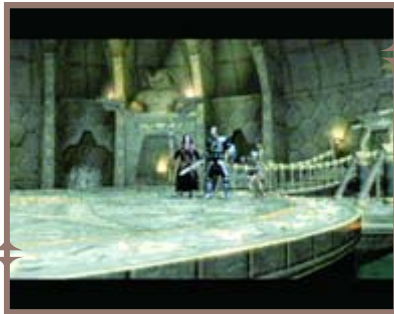


As the team sneaks around the inside of the temple, the chit chat between Zhai and Illius reveals more of her past as well as a growing friendship between the three teammates.



When the three heroes spot the Demon Stone, it is being tended to by a Yuan-ti priest. The priest is alone but something tells you it's not going to stay this way.

As soon as the priest sees the three adventurers, he creates a barrier around the platform. The barrier prevents the three from escaping and prevents them from reaching the priest. The symbols around the circular platform designate the barrier.



With the barrier up, the priest calls on his guards from inside the mountain. There are four rope bridges around the platform and one concrete walkway that give the incoming Yuan-ti attackers access to the platform. Use Rannek's Gauntlets of Ogre Power to

destroy the rope bridges. This forces the guards to come only from the concrete walkway.



Rannek is a powerful melee fighter and can effectively fight in these crowded conditions. Push the enemies over the edge of the platform or into the fiery pit in the platform's center.

tip

With so many guards to fight and plenty of room to maneuver, switch up characters in turn so that you fill each of the Hero Meters. Team Super Attacks work great on large and aggressive groups of enemies.

Illius has enough room to give him plenty of time to fire off his projectile weapon. Find a relatively safe spot and charge up the ranged weapon. His ranged weapon affects multiple enemies when fully charged, so don't bother with single shots. If Illius is attacked, move him to another safe spot to work his magic.



Zhai has no shadows to hide in on this platform. Use her speed to provide support for Rannek and Illius. If there are guards attacking Illius, jump into the fight to relieve some of the pressure. If Rannek tries to take on more than he can handle, use Zhai to slash at the backs of his attackers.

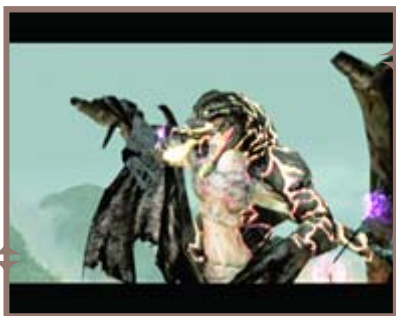


Yuan-Ti Temple



Defeat enough guards and the priest realizes that mere Yuan-ti guards just won't do against such a group of well-trained adventurers. In response, the priest calls forth the Yuan-ti god, Merrshaulk of the Eternal Hunger.

Boss Battle: Merrshaulk of the Eternal Hunger



This humongous beast gains its strength by devouring living sacrifices. You watch in horror as it swipes up a Yuan-ti Abomination and swallows it whole. So that's what the Yuan-ti have been breeding the Abominations for.

Merrshaulk can't eat just one Abomination. More Abominations begin to march down the concrete walkway and toward Merrshaulk. The Abominations are being controlled by the priest and are mindlessly marching to be eaten by Merrshaulk.



A meter appears in the screen's upper right hand corner to indicate Merrshaulk's health. It starts out only partially full and drains slowly over time. Each Abomination that Merrshaulk dines on increases its health meter. Your job is to make sure that Merrshaulk starves to death.



You know where the Abominations are headed to sacrifice themselves; keep an eye on the area leading to Merrshaulk. None of the party members can pass the symbols here, so if the Abominations cross this line, Illius is the only one that can stop them.



Illius should post up right against the barrier so that he is the last line of defense. From this position, you can't see a lot of the action on the screen, but as long as your ranged weapon is targeted on something off-screen, you know you are contributing to the

action. The important thing is that you are guarding the walkway to Merrshaulk.



As Illius, charge up your ranged weapon to its fullest and unleash it on the encroaching Abominations or Yuan-ti. At full charge, your ranged weapon knocks the creatures back and sometimes into the fiery pit or off the edge.

If it looks like an Abomination is reaching the barrier's edge, forgo the ranged weapon for a moment. As it nears Illius at the barrier, reposition him so that his melee attacks knock the Abomination off the platform's edge or into the fiery pit.



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If you choose to use Rannek or Zhai, you should move them closer to the platform's center. Since they are melee fighters, they need to deal their damage as far away from Merrshaulk as possible. The Abominations are tough creatures to put down, so fighting away from the hungry Merrshaulk gives them more time to be effective against the Abominations.



Soon after the Abominations show up, Yuan-ti guards appear and try to clear a path for them. Illius's ranged weapon, when charged up, damages multiple enemies. This means that he can stay where he is and deal damage to both the Yuan-ti and their Abominations.

tip

If any Yuan-ti guards approach Illius, focus his ranged weapon on them. This keeps the guard away while also damaging any nearby Abominations.

When the Yuan-ti archers show up, they move immediately into position next to the priest. From here, unreachable by Zhai and Rannek, they shoot their projectiles at the party. If you can't stop them from reaching the priest, turn around and take them out with your ranged weapon. They are easy to defeat but can cause much damage if left alone.



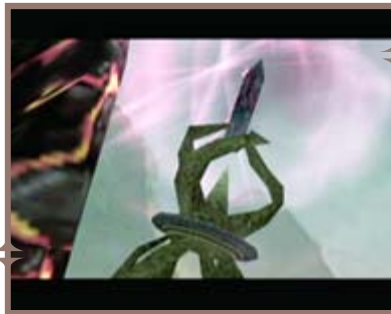
caution

Each Abomination you let through to Merrshaulk increases its health meter. For each one that gets through, the longer your fight will be.



Hold off the Abominations long enough and Merrshaulk decides to devour the nearest edible thing he can reach: the Yuan-ti priest. With the priest gone, the barrier around the platform is dropped, giving you access to the Demon Stone.

The bad news is that there's a shield around the gem that prevents you from grabbing it. In addition, with the priest gone, the Abominations are back to their old selves and are no longer simple walking zombies; they are now aggressive and full of rage.



To break through the shield that protects the Demon Stone, Rannek must use the Gauntlets of Ogre Power or Illius can use his Beads of Force. Unfortunately, the gem is right next to Merrshaulk. Get too near and he gives the ground a damaging pound. To safely destroy

the shielding, Merrshaulk needs to be distracted by feeding on an Abomination.

Yuan-Ti Temple



Notice also that Merrshaulk's health meter has partially been filled from his meal of the priest. The meter at the screen's bottom right tells you how much shielding is left. If Merrshaulk feeds too much, its health meter will fill up completely and you fail the mission.

tip

Illius can use his ranged attacks to push the Abominations into Merrshaulk's grasp. His Beads of Force are actually a safer way to attack the shield around the Demon Stone because once set, Illius can detonate it from a safe distance.

The safest way to reach the gem is to fend off the enemies until Merrshaulk's health meter is drained significantly. Once it is adequately drained, use Rannek to push an Abomination within reach of Merrshaulk. As soon as Merrshaulk picks up the Abomination to feed on it, run up to the Demon Stone and hit the ground with the Gauntlets of Ogre Power. You should be able to get two hits in before Merrshaulk finishes his snack and is ready to pound the ground again.



tip

To lure the enemies closer to Merrshaulk, fight on the walkway near Merrshaulk. If the Abominations are too far away, they might not make it all the way thanks to Rannek's powerful attacks.



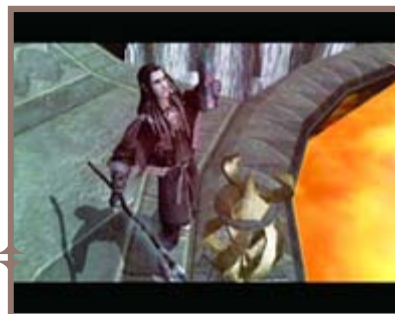
Another way to destroy the shielding around the Demon Stone does not involve feeding Merrshaulk. Simply bring Rannek or Illius close to, but not within reach of, Merrshaulk. Lure it into pounding the ground, and when it does, head straight

for the Demon Stone. Give the gem a good smash from the Gauntlets of Ogre Power or use the Beads of Force to set an explosive and get the heck out of there before Merrshaulk attacks again.

tip

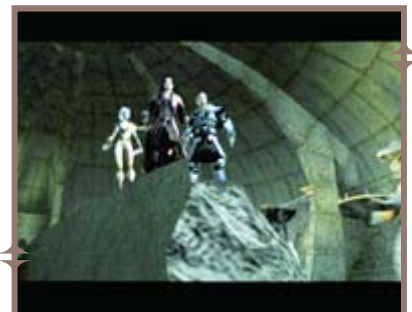
After Illius sets the explosives on the Demon Stone, get him out of Merrshaulk's reach and detonate it from afar.

Repeat whichever method you feel comfortable with. The second method of getting the Demon Stone is riskier but much faster. The poundings from Merrshaulk aren't completely predictable, so Rannek or Illius are bound to take a few hits. If they get low, simply smack a few Abominations and Yuan-ti, and pick up the Health Potions that they drop.



With the shield around the Demon Stone gone, the party can grab what they came for. Without the power of the Demon Stone, Merrshaulk falls to its demise and the three heroes are on their way.

The first step in banishing Ygorl and Cireka has been completed. Now the three heroes just have to find them in order to imprison them again. The Githyanki once controlled the Underworld, so maybe Cireka can be found there. Near Nesme, Rannek's hometown, lives a tracker named Drizzt Do'Urden who was born in the Underdark. Perhaps he knows something.



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Chapter 7: Stand at Mithral Hall

CHAPTER BRIEFING

The party catches up with Drizzt Do'Urden in the fortified Mithral Hall. Drizzt is a drow but dwells on the surface along with the dwarves at Mithral Hall. Being half-drow herself, Zhai criticizes him for becoming soft because he's made many non-drow friends. The much wiser Drizzt answers her by giving her a lecture on the benefits of having allies. After all, the party would never have made it this far without teamwork. But the lecture is cut short when one of the dwarf guards alerts the party that a band of trolls is headed toward Mithral Hall.



Get ready for some fast and difficult action. To change things up during this level, you get to play as the famous Drizzt Do'Urden, a fast and powerful drow. You spend most of this level protecting the gates of Mithral Hall against invading trolls. The trolls greatly outnumber the team and are tough to stop. This level is set entirely in the courtyard of Mithral Hall so there won't be much to explore. With the number of trolls that you have to fend off, you'll be lucky if you get a chance to blink.

ITEMS AND UPGRADES

Illius is not a big part of the group during this level. He is playable only in the beginning before his spot is taken over by Drizzt. What does this mean? It doesn't really matter for this level how Illius spends his gold and XP.

note

You will be playing as Drizzt for part of the level. But unfortunately, you cannot choose his skills or items to upgrade. Drizzt comes as he is.

Rannek and Zhai need upgrades in their attack abilities. The trolls are numerous and deal a great amount of damage. While the trolls' weakness is fire, don't bother specializing in any fire skills or equipment. At the beginning of the level, the magic in all your weapons is dispelled, making any fire enchantments worthless. Rannek's level-eight Power Critical and Improved Power Attack are good choices. You'll need the ability to hit the trolls fast and hard. For Zhai, of the level-eight skills, invest in the Riposte and the Improved Prone Attack; good counterattacks are valuable in this level.

tip

If you can afford it, purchase a Gem of Contingency for each character. It automatically revives your character with full health if he or she is killed. It can only be used once so don't let it happen more than once.

WALKTHROUGH

Team Effort



When the first troll clears the walls, Rannek recognizes the trolls as the ones who ransacked his hometown of Nesme. Rannek has a score to settle here.





Trolls are tall, tough, and only vulnerable to fire. They can only be killed by a Coup de Grace with a fire-charged weapon. Of course, to use the Coup de Grace, the troll must be lying on the ground. Unfortunately, they are immune to both the



Stand at Withral Hall



LEGEND

-  - Barrel
-  - Book
-  - Shadows
-  - Treasure Chest

Improved Trip Combination and the Knockdown skills. To knock them down, you simply have to damage them enough that they fall over.

caution

Even if you damage a troll enough that it falls over, it's not dead yet. If you don't quickly perform a Coup de Grace while it's still on the ground, it will get up and continue the attack. Leave no troll lying on the ground.



Seems pretty tough, eh? But wait, there's more. Somehow the trolls are able to dispel the enchantments on the party's weapons. The party's weapons are rendered ineffective without fire enhancements.



There are coals spaced out around the walkways. Use them to light your weapon on fire—simply swing it near the fire and you're good to go. The fire on your weapon only lasts for a short time, so you must relight it at regular intervals.

tip

When lighting your weapon on fire, swing your weapon only once if there is no enemy nearby. If you swing your weapon any more than that, you perform a time-consuming combination. If there are enemies nearby, you can use the extra swings on them; but if there aren't, you must wait for the combo to finish before you can return to the fight.

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Rannek can use his Power Critical attack to deal the most damage in a short time. A couple Power Criticals will knock the trolls down. Once down, go for the fatal blow with the Coup de Grace while your weapon is still on fire. If your weapon is not on fire while you perform the Coup de Grace, the troll is unaffected.



Zhai can hide in the few shadows along the walkway. These trolls are so tough that Zhai's sneak attacks don't kill them, even with her weapons aflame. At least her sneak attacks knock them down instantly. Make sure her blades are on fire and finish off the prone trolls with a Coup de Grace.



Illius's ranged weapon is effective in knocking the trolls over from a safe distance. It should only take a few fully charged projectiles to knock one down. As Illius, leave the knocked-down trolls for your teammates to finish off. You are the sorcerer of the group, so stay back and out of harm's way as you deal the damage around.



Defeat as many trolls as possible before you get called up to the tower. The trolls are now attacking the gears that hold the gates to Mithral Hall.

tip

The barrels scattered around the walkways contain valuable items. Whenever you are fighting near one, spare a sword slash or two to break into them. If you want to actually collect all of them, send the speedy Zhai to do the job.

At the top of the tower, trolls attack the party and the big gears on the side. No matter which character you play, focus on the one or two trolls actively attacking the gears. If the gears' health meter is drained completely, Mithral Hall is doomed and Rannek will see another city overrun by trolls. Don't let this happen.



Use Illius's ranged weapon to knock down the trolls around the gears. Rannek and Zhai are good at finishing them off once the trolls are on the ground. This is Illius's last chance to get some action on this level. After the gears are saved, his place on the team is replaced by Drizzt.



Melee combat with the trolls is tricky. When you see them begin to charge up a bright ball in their hand, stop attacking them and get the heck out of the way. While they are charging, they are invulnerable, and if you try to attack them during this time, you are briefly unable

to move. This brief moment is enough for the trolls to finish their charge and smash the ground with their balls.

Drizzt Do'Urden, the Drow

Once you successfully keep the trolls off of the gears, take control of Drizzt. The trolls are climbing up to attack the gates. Now it's just Drizzt and his dwarf friends. Watch the gate's health meter in the screen's upper right. If that gets drained, Mithral Hall is doomed.



caution

The gate must survive through a long fight without any repairs. It is crucial that the trolls attacking the gates be stopped first.



Drizzt's controls are similar to Zhai's except that he cannot jump. Use his speed and agility to deal damage to as many trolls as possible. His double scimitars are fast and deadly against the trolls, but only if they are lit on fire.

tip

Hit the start button to get familiar with Drizzt's skills.



There are fire pits on either side of the gate. Light Drizzt's blades on the coals and start hacking. Drizzt fills up his Hero meter very fast if you throw a few Ranger's Strikes into his repertoire of attacks. Attack multiple enemies at once and watch the Hero meter fill up.

As soon as the Hero meter is filled, refresh Drizzt's blades on the nearby coals and perform a Super Attack. Drizzt's Super Attack should knock a few trolls down in this crowd. While they're down, perform a Coup de Grace on each of them.



tip

Drizzt's speed is perfect for hit-and-run tactics. Hit the trolls with all he's got and get him out of the way of the trolls' pounding.

Team Effort



If Drizzt can hold off the trolls long enough, the rest of the team comes to join the fight. Illius is here fighting, but you cannot control him. Watch the team health meters to know when they return. If Drizzt's meter is the only one that is not grayed out, your teammates have not arrived yet.

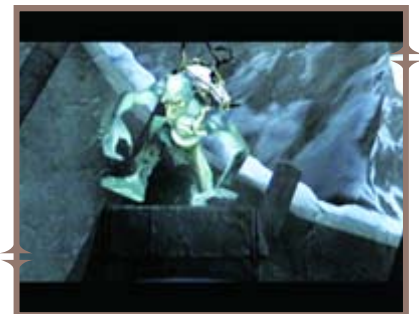
The most important thing to keep in mind as you attack the trolls is to keep your weapon on fire. The fire pits are far enough that by the time you come back to finish off a troll, it may already be dusting itself off and back to attacking the gate. The dwarven defenders can help finish off the trolls but don't depend on them.



Switch characters often so that you can fill each of their Hero meters as quickly as possible. But before you perform a Team Super Attack, make sure your character's blade is on fire. The Team Super Attack only knocks them over, so you must be ready with a flaming weapon to finish off the trolls.



After a while, more trolls climb up the walls and start throwing devastating projectiles at the gate. These guys are around the corner to the gate's right, so get over there quickly. Those projectiles cause a lot of damage to the gate and you still have a long way to go before Mithral Hall is saved.



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The first batch of the troll archers is clumped together. A few swipes of Rannek's or Drizzt's blades should knock them over. This is also a good time to perform a Super Attack or a Team Super Attack.

Follow the walkway some more and find more troll archers climbing up onto the walls. Make your way down the walkway and knock them back over the wall. This is much faster than using the Coup de Grace after knocking them to the ground.



tip

Back on the walkway are small shadows for Zhai to hide in. Finally, a chance to use your sneak attacks again.



The wave of troll archers is small and should be quickly annihilated. As soon as they're gone, Drizzt notices the outer gates starting to open. Drizzt sends the dwarf Thibbledorf to jam the gears to prevent the outer gates from opening.

Continue along past the walkway where the troll archers came up and onto to the tower above. Thibbledorf is busy jamming the gears and can't defend himself. Attack any troll that gets near him. The meter in the screen's upper right-hand corner tells you how much time you need to buy for Thibbledorf.



For some hidden treasure, have Zhai go down the far stairs, next to the fire pit. You can use any character here but she is the fastest.



When Thibbledorf finishes his task, he turns around and heads back for the inner gate. There is no announcement, so watch the meter in the screen's upper right-hand corner so that you know when to get back to the inner gate.

On your way back, defeat any troll archers along the walkway. When you get back to the gate, attack the trolls with the same fervor as before. The gate's health meter is draining quickly thanks to the many trolls here.



With the appearance of troll archers, the fight is a little different. Now you have to worry about attackers that you can't see from in front of the gate. On your way to light your weapon on fire, peek around the bends on either side of the gate to check for troll archers.



Stand at Withral Hall

tip

Troll archers cause a lot of damage to the gate but they do not attack you directly. When attacking archers, unleash all you've got on them; they don't fight back.

Drizzt Do'Urden



Eventually, the outer gate is breached and Drizzt drops down to face the intruders all by himself.

Down below in the courtyard are two groups of troll archers busy firing projectiles at the inner gate. Each group is protected by a few roaming troll warriors.



Your priority is to stop the archers from further damaging the inner gate. Keep on the run and attack the first group of archers first. Use the nearby fire pit to light up your weapons.

caution

Don't spread yourself too thin. If you try to take on both groups of troll archers, the damage you deal to each one is too small to quickly knock them down. Stay with one group and get rid of them before moving on to the next group.



Beware the charging troll warriors. The warriors' job is to protect the archers. That means that they are gunning for you. Focus your energies on the archers but if a warrior is near, defeat the warrior quickly before it can knock you over or worse.

tip

There are four treasure chests scattered around the room that are full of health. Save them until you really need it because they need to last.

Once you finish off the first group, start working on the second group at the back of the courtyard. This group of troll archers has better protection from the troll warriors. Concentrate on the archers and watch out for the steady stream of warriors from the busted gate.



tip

It can be difficult to see all areas of the courtyard. As you hit the trolls and avoid the troll warriors' attacks, take a peak around the areas off-screen to find any stragglers.



When the troll archers are defeated, the rest of the troll army finally breaks through the outer gates and into the courtyard. They bring with them a large catapult to attack the inner gates. It's time for Rannek and Zhai to jump back into the action.

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Rannek, the Fighter



The catapult needs to be destroyed. Rannek's powerful Gauntlets of Ogre Power is the tool to use. He needs to pound the ground in three places: in front and to both sides of the catapult.

The front of the catapult is the easiest to destroy. Avoid any trolls that chase Rannek and position him in front of the catapult. Use the gauntlets to smash the ground in front of the catapult. Depending on the level of Rannek's skills, it may take one or two hits to destroy.



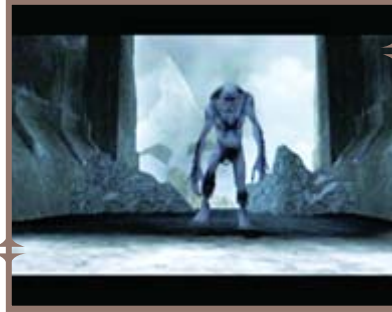
tip

Just because there are trolls standing next to Rannek doesn't mean that he should attack them. The catapult is more important, especially if the inner gate is close to being destroyed. As long as the trolls don't interfere with Rannek's smashing of the ground, leave them alone.



The sides of the catapult require more smashes than the front. Attack trolls only if they attack Rannek. Give the sides a few smashes and the catapult is destroyed.

Boss Battle: The Troll King



When the catapult is destroyed, it leaves a gaping hole in the outer gates. Through the smoke and haze comes the troll clan's king.

Immediately, Rannek recognizes the king as the one who led the raid against Rannek's hometown of Nesme. With vengeance in his eyes, Rannek claims the fight. Regardless of Rannek's zeal, he can't do this by himself. While Rannek is the most capable to fight the king, Zhai and Drizzt are by his side to lend a hand.



Team Effort

The troll king is even tougher to kill and more dangerous than the troll warriors. To defeat the king, the team must work together and use their most powerful attacks on him.



tip

While the troll king cannot be knocked down and finished off with a flaming Coup de Grace, he is still most vulnerable to fire. Always remember to keep your weapons on fire.

When the king picks up any of the party members, he siphons health from that person. The king glows blue just before he's ready to pick up a character (much like the troll warriors before they pound the ground). During this time, the king is invulnerable and attacking him only makes the attacker vulnerable for him to pick up. If you see the blue glow, get out of the way.



Stand at Withral Hall

caution

If the king picks up your character, he or she will be stunned for a while after being dropped. If this happens, switch to another character and continue to attack the king.



note

When the king glows blue and you are not close enough to him, he pounds the ground like the troll warriors do. You can be far enough away that the king can't pick you up, but he can still damage you with the pounding.



The other sign that tips you off that the king is about to pick up another character is when he pulls his right arm to the side. Look for this and don't get caught off guard.

Light Rannek's weapon on fire and approach the king. If the king begins to swing its arms or glow blue, back off and wait for him to stop whatever he was doing. Immediately after he stops, perform as many Power Critical attacks that you can before he swipes at you or begins to glow blue.



Throw in a few Team Attacks if a teammate is also within reach of the king.

It may be tempting to jump in and help a teammate that is being picked up by the king. Resist this urge because when the king has someone in his clutches, he is invulnerable. Instead, position yourself a short distance away, preferably behind the king, and strike only when the king has dropped his captive.



tip

If you haven't used all of the health in the treasure chests around the courtyard, you'll probably need them now. If you fail to complete this part of the level and choose to "Try Again," the treasure chests are restored when you reenter the game.



If you corner the king under the tarps around the courtyard, he becomes less mobile and easier to attack. It also keeps you near the fire pits to light up your weapons.



When the team finally is able to deal more damage to the king than he can recover, the king finally falls. Rannek takes the honor of administering the final and fatal blow, dedicated to Nesme.

After the fight is over, Drizzt tells the three adventurers where they can find Cireka, the Githyanki general. There's a portal at an abandoned Githyanki outpost where Drizzt thinks Cireka can be found. It's time to move on.



DEMON
STONE™Chapter 8:
Into the Underdark

CHAPTER BRIEFING

The abandoned Githyanki outpost is below ground in the Underdark. The three heroes arrive to find that the abandoned Githyanki outpost isn't so abandoned after all. Upon arriving, Illius senses that Cireka is nearby and has started opening the portal. The party doesn't have much time before it is opened and her minions are unleashed onto unsuspecting Faerun.



To stop Cireka and her army, the adventurers must first get through the guarded entrance. Luckily for them, there are plenty of shadows for Zhai to work her magic. Because of their speed, Githyanki warriors are some of the toughest opponents in the game. You'll face a handful of them before you actually come face-to-face with Cireka. After that, Ygorl makes an appearance along with his squad of Slaadi. This time the familiar Red Slaadi are joined by charmingly named Death Slaadi. There are big fights ahead; come prepared.

ITEMS AND UPGRADES

For this level, the brunt of the tough work is on Illius. The more powerful his ranged spells are, the easier it is to complete the level. At level eight there is the Power Word Kill level upgrade; if the party is at level ten, there's the Meteor Swarm. Both are powerful ranged spells that can reduce the time the party has to fight off attackers.

tip

If you run out of gold for any character, buy an item that is cheaper than what you have equipped. For example, if you don't have enough gold for Rannek's armor upgrade, you can earn some gold by fiddling at the Item Upgrades screen. If your style of play doesn't make use of Rannek's projectile weapons very often, and you have Throwing Axe +3 equipped, purchase Throwing Axe +1 to get some gold back. At the Item Purchase screen, the items that are weaker than your currently equipped items are listed by how much gold you get back.

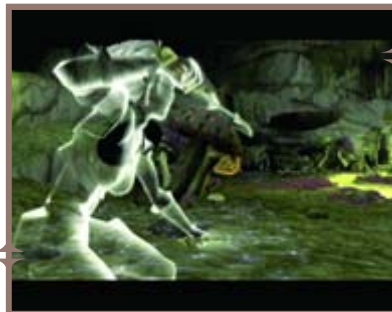
Zhai needs excellent hiding abilities for the first parts of this level. She will be assassinating enemies that will call for backup if she is discovered. Item or skill upgrades that improve her hiding ability is the way to go. Rannek will be taking a lot of heat from large groups of Githyanki and Slaadi that are much faster than he is; defensive items are key.

tip

Gem of Contingencies can only be used once. Check to see if each character still has one equipped. If not, it means that it has already been used and you need to buy another.

WALKTHROUGH

Zhai, the Rogue



Being half-drow, Zhai sees the many shadows in this tunnel and feels at home. She can use the shadows to perform sneak attacks on each enemy without alerting the rest. This is important because once alerted, the Githyanki guards call for reinforcements.

Into the Underdark

caution

Drizzt gave Zhai a wood elf necklace at the end of the last level that allows her to stay hidden after attacking an enemy. Don't get overconfident with it, because although attacking an enemy won't reveal Zhai, the time it takes her to perform a sneak attack can be long enough that Zhai won't be able to return to a shadow before being discovered.



Instead of attacking the first guard, have Zhai hurry over to the second guard in her hidden mode. From the shadows behind the second guard, wait until the first guard has his back to Zhai before performing a sneak attack on the stationary guard.



Once the second guard is out of the picture, run up to the first guard and silently assassinate him.

There are three guards left, but they are all facing the front of the tunnel, and there are no shadows for Zhai to hide in until the last guard. Zhai can't assassinate these guards in the order they appear, and the shadows at the end of the tunnel are too far for her to reach without being discovered. There must be another way.



To the left, just before the first guard, is a ledge that Zhai can reach. The ledge leads up to a couple more ledges, one of which holds a treasure chest.



LEGEND

- Shadows
- Treasure Chest
- Connecting Points

All the guards here are stationary except for one. The first one you encounter is the one that has a patrol route. The problem with killing this first one is that the second guard is facing the first guard. If you perform a sneak attack on the first one, there is a good chance that the second guard will see you as you become visible.



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The top ledge hangs out over the first of the three guards. On the other side of the tunnel juts another similar ledge. Zhai can easily clear this distance to grab the treasure on the other side.

tip

If Zhai misses the ledge on the other side of the tunnel, she drops right in the middle of the three guards. If this happens, don't panic. Zhai's hiding ability should last long enough so that she can reach the tunnel's far end, behind the last guard.

From the top ledge on the tunnel's right side, use the ledges along the wall to get Zhai down and behind the last guard. From this little patch of shadows, Zhai can eliminate each of the three guards silently and efficiently.



tip

Not up to sneaking? Would you rather face these Githyanki guards head on, along with their reinforcements? Want to earn some extra gold and XP? Let Zhai be discovered by any of the guards and let the fun begin. When the others arrive, Zhai can pop in and out of the shadows to perform sneak attacks on the guards as they fight Illius and Rannek.

When you're finished in the tunnel, the team moves on to the next area. Four walkways intersect in this large cavern full of Githyanki warriors. The crystalline doorway here is blocking the path into the next area and is being magically reinforced by four Githyanki warlocks posted on the wall around the doorway.



The crystalline doorway must be broken through by way of Rannek's Gauntlets of Ogre Power or Illius's Beads of Force. But before they can do that, the warlocks must be dealt with. With the warlocks still standing, the doorway is unbreakable.



Illius, the Sorcerer



There are two ways to deal with the warlocks. The first and most obvious way is to use Illius's projectile spells. Find a relatively safe place on any of the four walkways to start shooting his projectile spells at the warlocks.

There is nowhere on any of the walkways that is entirely free of Githyanki warriors. A few warriors are always trying to attack Illius during his attacks on the warlocks. Instead of fighting the warriors when they attack Illius, simply call up his force-field shield to block the warriors' attacks. Alternate between blocking the warriors and firing at the warlocks to eliminate the warlocks as quickly as possible.



tip

When firing Illius's projectile weapons, multiple single shots are best. Charging the spell requires too much time and it's very likely that a warrior will attack during that time. If you insist on charging up the projectile every time, you'll find that you'll keep having to block before you can get the shot off.

Zhai, the Rogue



The second way to disable the warlocks is to use Zhai to reach a hidden area at the top of the cavern. Take Zhai over to the walkway to the intersection's right. Notice anything interesting? Jump over to the crude walkway and make your way to the top of the cavern.

tip

Even if you choose to use Illius to get rid of the warlocks, you should still send Zhai up to the hidden area for the treasure there.



Right next to the treasure is a button. When Zhai pushes the button, the warlocks are rendered ineffective by the slabs of concrete that rise up to block their access to the cavern.

As soon as the switch is thrown, manually bring Zhai back to the action below. If you simply switch to Rannek or Illius, Zhai is forced to find her own way down. If you lead her down, you guarantee that she does so the fastest way possible.



Team Effort



With the Githyanki warlocks unable to reinforce the door with their spells, the door is vulnerable to attack. Immediately, the Githyanki warriors rush to defend the door. Send Rannek in to use his gauntlets, or send Illius in to use his beads.

caution

If Illius, and not Zhai, defeated the warlocks, the door must be broken through quickly. Unless Zhai was able to throw that switch, the warlocks return after a while to reinforce what's left of the door. If this happens, the warlocks need to be dealt with again before the door can be destroyed.

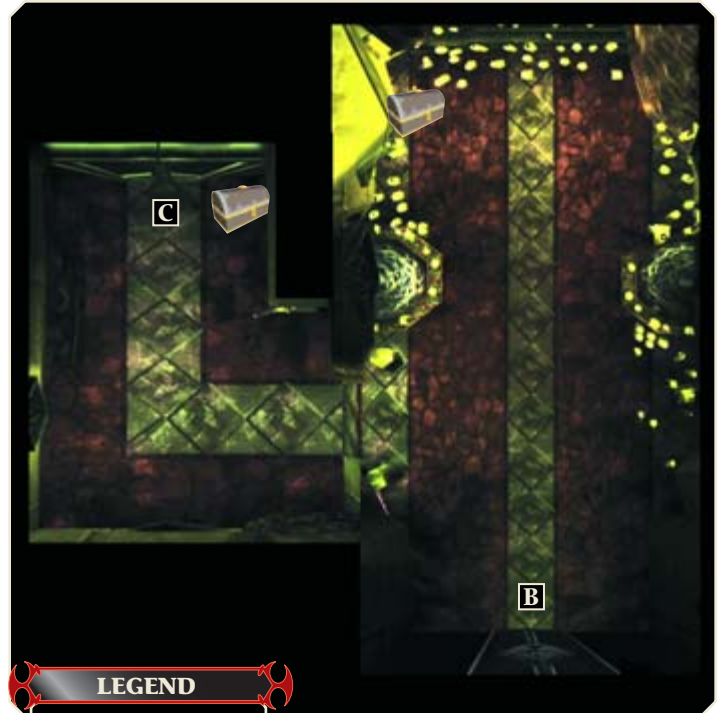
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The warriors won't let anyone touch the door so easily. It may be difficult for Rannek to charge up his Gauntlets of Ogre Power without being interrupted by an attack. Use Zhai's sneak attacks to reduce the number of warriors around the door. As she does this, her Hero meter fills up quickly. Once filled, she can perform a Super Attack to momentarily clear the door area of enemies. Then, switch to Rannek and have him pound away.



Ilius's ability to detonate his beads from a distance allows him to easily break through the door. Simply run him to the door to set the beads. Then immediately run him to safety to detonate it.



Into the Underdark



After the crystalline door is destroyed, finish off the last of the guards and move on to the next room. Break open the treasure chest by the candles and the one in the next hallway.

In the next section, a group of Githyanki warriors attack the team. Run past the main group and to the left to get rid of the single warlock first. Then finish off the rest of the warriors.



As the party gets farther along the walkway, they spot Cireka. Her warlock goons destroy the path under the party's feet, forcing them to jump onto the central platform. Githyanki warriors attack the group while four warlocks create a shield around Cireka.

Illius, the Sorcerer

To get to Cireka, the warlocks need to be disposed of. Illius is the man for the job. Post him on one of the side corners of the platform. From here, start firing projectile spells at the warlocks. Use the faster single-shot spells as opposed to the slower but more powerful charged-up spells.



caution

Keep an eye out for incoming projectiles from the warlocks. Their explosive projectiles are slow moving and easy to block but are very damaging. If one is headed toward Illius, call up his force field to block it.



Inevitably, warriors will try to attack Illius in the middle of his shots at the warlocks. When the warriors spring their attack, abandon Illius's projectile spell at the warlock and block the warrior. As soon as the warrior is deflected, continue the attack on the warlocks.

After the four warlocks are gone, Cireka's shield goes down. Aim Illius's projectile spells at her and fire away. Stick with the single-shot spells even if the warriors give you a chance to charge one up. Charged-up projectiles knock Cireka over, forcing you to wait for her to get up before you can damage her again.



caution

When dealing with the warlocks, defeat all four as fast as you can. If you take too long, by the time the fourth one is downed, another warlock appears to take one of the others' place.



Repeat the cycle of aiming at the warlocks and then at Cireka until she gets damaged enough to let down the shield. Just when the party thinks it's ok to grab Cireka, a bunch of Red Slaadi appears out of nowhere. And that can mean only one thing: Ygorl is nearby.

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Perfect, Cireka and Ygorl are again locked in battle. This is a perfect time to imprison the two into the Demon Stone. Illius whips out the Demon Stone and begins the spell to entrap them.

Rannek and Zhai



Rannek and Zhai need to buy enough time for Illius to complete his spell. Along with the Red Slaadi come Death Slaadi, faster warriors with razor-sharp teeth. The good news is that the Slaadi and Githyanki hate each other as much as they hate the party.

Let the Githyanki and Slaadi fight each other if they want to. Rannek should stand next to Illius to ward off any attackers. With his powerful blade, Rannek can clear Illius's immediate area with some well-placed swings.



Zhai won't last long in the middle of all these enemies. Use her on the periphery of large enemy groups, or use her to reduce the number of attackers by knocking them off the platform's edge.



If there is a large crowd around Illius, Rannek can use his Gauntlets of Ogre Power to smash the ground. If the enemies are close enough to the point of impact, they get thrown to their feet. Rannek can repeat this as attackers approach Illius.

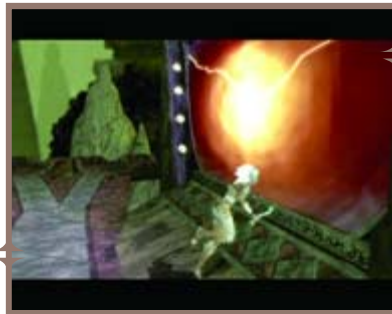
tip

Use Rannek's and Zhai's Super Attack when their Hero meters get full. Since Illius can't increase his Hero meter during his spell casting, Team Super Attacks are out of the question unless his Hero meter was full at the start of the spell. Super Attacks will have to do and are quite effective against these dense groups of attackers.

Hold off the attackers long enough and watch as Cireka and Ygorl begin to fade. Just as Illius's spell begins to take effect, Ygorl recognizes the sensation of being locked away in the Demon Stone. Ygorl sends Cireka through the portal and disappears himself just before Illius is able to complete the capture.



The party all of a sudden finds they are alone. Rannek and Illius begin to discuss the best course of action as Zhai jumps through the portal after Cireka. This leaves the remaining two no choice but to jump in after her.



Chapter 9: The Dragon's Lair

CHAPTER BRIEFING

The three heroes jump through the portal after Cireka and find themselves inside a dragon's lair. Cireka fights for her life nearby as they assess their situation. They need her alive and must go through hell to keep up with the two fighting creatures.



This level is a long and arduous one. Red and Death Slaadi are everywhere. To top things off, there's the small matter of the dragon they must face.

ITEMS AND UPGRADES

This level will tax all three party members to their limits; you will need all the attack and defensive ability you can afford.

You should have all of Rannek's level-eight upgrades by now. If you can use level-ten upgrades, Titan's Toughness is crucial. The other two skills at level ten are nice to have and by all means, get them if you can afford them. For items, buy the heaviest defense and offense items you can afford.

tip

This is a good time to return to previous levels to earn more XP and gold. You must be able to afford upgrading to your characters' maximum potentials.

Illius needs the most powerful projectile spell he can get his hands on. Well, almost. The level-ten Meteor Swarm is the most powerful projectile spell that Illius can purchase. However, the Meteor Swarm does its damage from a barrage of fireballs that come down on the target from above. This is great for large, stationary groups of enemies but is useless against moving targets. Illius will face many tough targets in this level that are moving—more importantly, moving toward him. The Power

Word Kill, a level-eight spell, is much more effective against such targets because it shoots a beam that cuts through everything in its path.

caution

Unlike item upgrades, skill upgrades cannot be sold back. For example, if Illius has already learned the Meteor Swarm, he cannot go back to the Power Word Kill.

Zhai will encounter many shadows in the right places on this level. Invest in the level-ten Vhaeraun's Shadow for longer invisible times. With Vhaeraun's Shadow, Zhai can stay hidden long enough to assassinate more than one enemy without having to return to the shadows.

tip

Purchase Gems of Contingency!



LEGEND

- Shadows
- [A] - Connecting Points

DEMON STONE

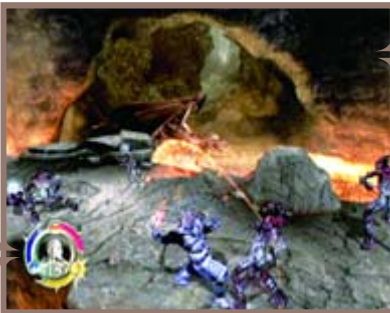
WALKTHROUGH

Team Effort



The team starts out on this rocky walkway. First Red and then Death Slaadi teleport around you on all sides. Both can withstand many hits while dealing massive damage at the same time. The faster you can eliminate them, the greater your party's chances for survival.

Look at all the shadows nearby. The fastest way to deal with these powerful creatures is to use Zhai's sneak attacks. Use the shadows to hide Zhai and then start eliminating enemies, one after another.



Rannek should knock the Red Slaadi over the edge of the platform. If Rannek is not near the edge, the Red Slaadi are susceptible to the Knockdown followed by the trusty Coup de Grace. The Death Slaadi are much more agile and will catch themselves before falling over the edge. And when

they are knocked down, they get up too fast to be hit by the Coup de Grace. With the Death Slaadi, Rannek must blend a careful mix of attacks and blocks and defeat them with straightforward melee combat.

tip

While you can definitely use Rannek or Illius against these enemies, Zhai is the fastest and most efficient at safely moving the group on to the next area.

Illius's Power Word Kill is most effective when charged up. A fully charged Power Word Kill cuts through every opponent in its path, including enemies behind the target. To make the best use of the Power Word Kill, try to position Illius where multiple enemies line up in one direction. The Power Word Kill does great damage to all in its path.



tip

If Illius has already learned the Meteor Swarm, the strategy against groups of enemies is different. Because the Meteor Swarm rains down on the target, Illius doesn't need the group to be lined up; he needs them to be stationary. This is dangerous when an attacker is headed toward Illius because the Meteor Swarm will just hit the ground after the target has already moved.



After the first batch of Slaadi is gone, the group continues down the walkway. Thankfully there are more shadows for Zhai to continue her sneak attacks.

tip

Zhai's sneak attacks should be focused first on any Death Slaadi nearby. Their speed and tenacity are tough for Rannek and Illius to handle. Make quick work of the Death Slaadi to keep the group from taking too much damage.







As the team progresses along the walkway, watch out for the ground suddenly catching fire. Walk slowly along the walkway when there are no enemies present. This gives the party enough time to avoid the fire as it flares up.

The Dragon's Lair

caution

If Zhai steps in the fire, she is unable to hide in the shadows. She must resort to regular melee attacks until the flames die down.

LEGEND

-  - Barrel
-  - Book
-  - Treasure Chest
-  - Connecting Points



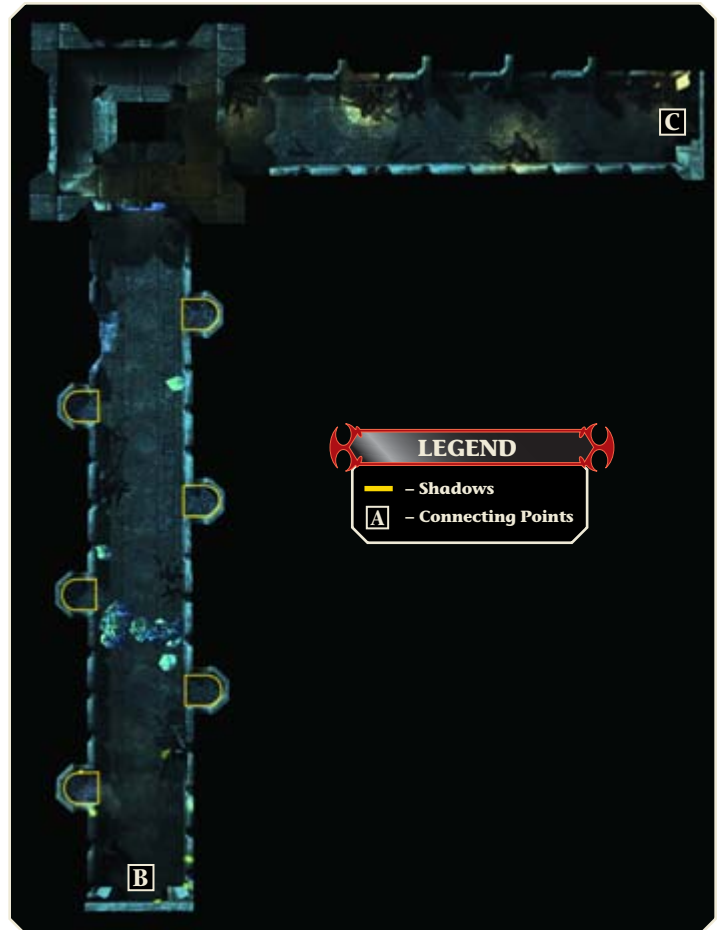
Once the party makes it to the hallway, they are safe until they reach the next room with some barrels. In the barrels is some treasure waiting to be plundered.

tip



Next to the three barrels are some ledges sticking out of the wall. Hint: Jump, Zhai, jump!



Continuing on through the room; a lone Death Slaadi appears. These guys aren't so tough when it's three-on-one, are they?



LEGEND

-  - Shadows
-  - Connecting Points



The next area is a long walkway. More Red and Death Slaadi appear to stop the party's progress. And as if they aren't enough, Green Slaadi archers join the fun.

There are shadows in the outcroppings evenly spaced along either side of the walkway. Zhai should use those to dispatch of the Death and Green Slaadi.



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Illius is most effective here if he hangs back and shoots his projectile spells. Aim the spells at the archers first because there are a few of them beyond the rubble that neither Rannek nor Zhai can reach until the rubble is cleared.

tip

If an attacker charges Illius, switch to Zhai and bring her to Illius to quickly perform a sneak attack on the assailant.

After the party clears the rubble, a meter appears in the screens' upper right-hand corner indicating the status of the door at the walkway's end. Meanwhile, more Slaadi appear along the walkway as well as a bunch of archers on the tower above the door.



Have Illius hang back and fire his projectile spells at the Slaadi on the walkway as the other two charge ahead. There is an endless supply of archers at the top of the tower, so concentrate on the Slaadi on the walkway.



You cannot completely clear the walkway of Green Slaadi. When all of the Death and Red Slaadi are gone from the walkway, switch to Rannek and have him smash up the door with a few hits from his Gauntlets of Ogre Power.

tip

Illius's charged-up Power Word Kill can damage the door if he targets enemies that are standing in a direct line between Illius and the door. Try to fire Illius's shots so that they are in the direction of the door. If Illius has the Meteor Swarm, he must target enemies standing in front of the door.



Through the door, the three heroes catch up with Cireka and the dragon. They arrive just in time to witness Cireka lose the battle against the dragon. She drops the sword and is no more.



Rannek notices that the dragon fears the sword that Cireka dropped. A man of action, Rannek promptly drops his own sword to pick up the new sword.

As soon as Rannek gets the sword, the dragon sets its eyes on the party. They now must make it to safety at the walkway's end. The only things that stand in their way are some rubble and a bunch of Death Slaadi.



caution

There are no shadows on this walkway for Zhai to use. If you choose to play as Zhai, you must fight while visible.

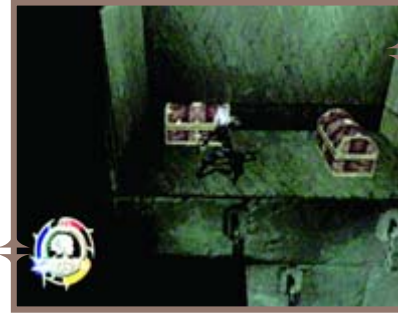
The Dragon's Lair



With Rannek's new sword, he can defeat the Death Slaadi more quickly. While fighting the Slaadi that appear, stay behind the wall's short columns. The dragon's fire breath is very damaging.

note

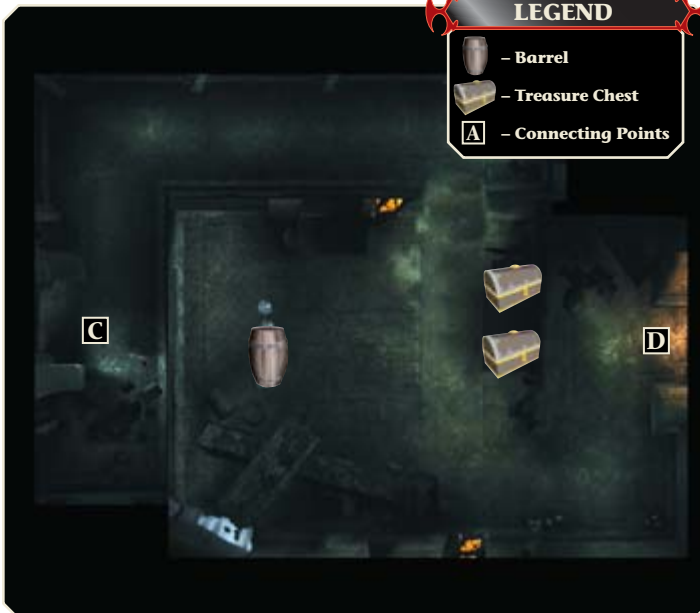
The dragon only aims its breath at the player you are currently playing as.



There are some platforms against the far wall that lead up to a hidden area. Defeat the Slaadi in the room before heading up to retrieve the treasure and health scroll. The fight ahead is rough and you must go into it with all party members at full health.

LEGEND

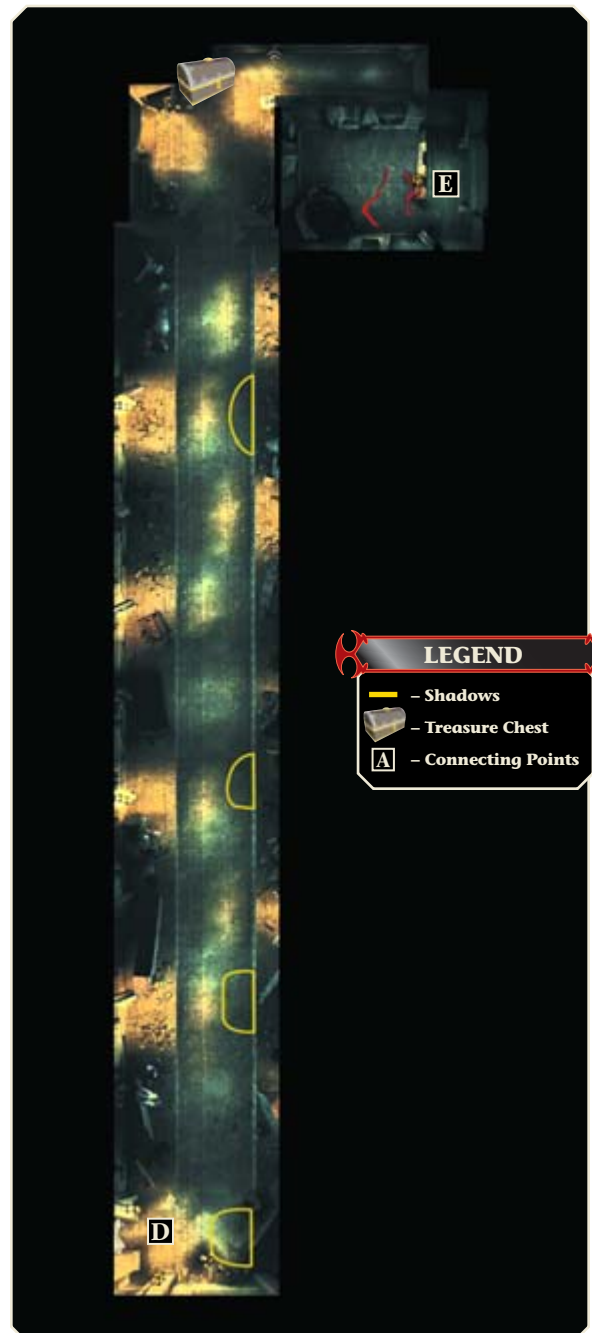
- Barrel
- Treasure Chest
- Connecting Points



Break through the rubble and into the safety of the next hallway. The hallway leads to another little room where more Death Slaadi appear. Use Rannek's newfound sword to defeat them as your teammates provide support.

LEGEND

- Shadows
- Treasure Chest
- Connecting Points



DEMON STONE

tip

It's easy to miss these barrels that line the near wall of the room. Move to the wall's near side to bring them into view.



In the next hallway, hordes of Red Slaadi appear. Keep Illius at the hallway's beginning so that he can fire his charged-up Power Word Kill at the masses that surround Rannek and Zhai.

Use Rannek's Knockdown move to knock over the enemies. This move can knock down multiple Slaadi and buy Rannek some time. Follow it up with a Coup de Grace on one of the fallen to finish the Slaad off.



tip

While Team Super Attacks are great, you may need to use individual Super Attacks to clear the immediate area. These Red Slaadi attack in groups, and if you don't use the Super Attack, you may not live to see the Team Super Attack.



Zhai has a few shadows to hide in along the walkway but they are far apart. Try to keep the party near a shadow so that she can work on reducing their numbers as fast as possible. When choosing Zhai's targets, focus on the Slaadi that surround Rannek and Illius.

LEGEND

- Treasure Chest
- Connecting Points



The Dragon's Lair



Work your way steadily down the path to the hall's end. In the next room, a group of Death Slaadi appears. Defeat them and use Zhai's jumping ability to reach the hidden area at the top of these concrete blocks.



Take the group through the hallways and rooms. When they reach the open cavern, they see the dragon and the portal. But it doesn't look like the dragon wants to let the group use it.

The party reaches the platform at the walkway's end and is met by Red Slaadi. The dragon flies back and forth landing on various perches a long distance away.



Illius, the Sorcerer



Illius must shoot his projectile weapons at the dragon. More specifically, the dragon's wings. A health meter appears in the screen's upper right, showing the status of each of the dragon's wings. Illius must drain both meters using his projectile spells.



The best spot for Illius to post up is near the wall of fire at the platform's edge. From here, he can see both the dragon and his teammates fighting the Slaadi.

The dragon occasionally spits a very powerful fire attack at Illius. In response, Illius can move out of the way or call up his force field. If Illius has anything less than the Major Globe of Invulnerability, he may still take damage. It is safest to simply get out of the way.



Fire Illius's projectile spells at the dragon. Single shots are most likely to hit, but charged shots regenerate Illius's health.



Illius must also be ready to handle the Red Slaadi that attack him. Thanks to the narrow neck of where Illius is standing, Illius can easily knock the Slaadi over the edge.

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Keep firing at the dragon until it moves from one perch to another. Illius's chances of hitting the dragon while in flight are nil. When the dragon is in flight, turn Illius's attention to the Slaadi that are attacking him. If there are none attacking him, lend a hand to Rannek and Zhai.

tip

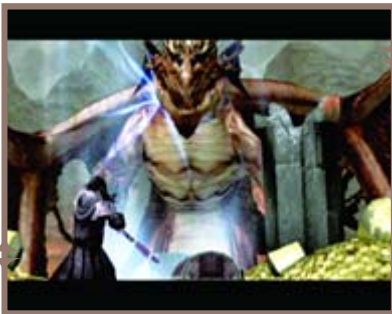
There are a bunch of treasure chests on the platform where Rannek and Zhai are fighting. During the dragon's flight, switch to Zhai and send her to bust open the treasure chests.

When both wings are destroyed, the dragon falls and the Slaadi disappear. With the platform clear of threats, Illius begins to open the portal.



Boss Battle: The Dragon

Team Effort



Will this thing never die? Before Illius can completely open the portal, the now-flightless dragon climbs up to the platform and forces the party back into the hallway.

Back in the long hallway, the dragon rears its head at the group. Keep the group on the run until the dragon stops chasing them. As soon as it does, send Rannek in to attack the dragon's head. After each attack, immediately move Rannek to either side of the dragon's head to avoid the dragon's snap.



tip

When Rannek is next to the dragon's head, perform only single or double attacks. Swipe at the dragon and get out of the way. If Rannek tries to get too many shots in, the dragon can grab Rannek and give him a good shaking.



After it takes some damage, the dragon retreats and creates a wall of fire that the group cannot pass. Once the wall is up, Red Slaadi appear to give the party more trouble. Fend them off until they disappear and be prepared to dodge some fiery breath.

caution

The dragon regains a bit of health each time it creates the wall of fire. Damage the dragon as much as possible or the fight may last for a while.

The Dragon's Lair

tip

When the Slaadi appear, keep Illius at a distance and charge up his projectile spells. Shoot them off at the Slaadi to damage multiple enemies at once. Rannek should perform the Coup de Grace after knocking the Slaadi down. The shadows in this hallway are few and far between but use them to dispose of the Slaadi.



From a distance, the dragon shoots a slow trailing breath of fire. Keep your character to one side until the fire nearly reaches him or her. Then move to the other side to dodge the flames.

This cat-and-mouse game repeats itself until the dragon is heavily damaged. The most important part of this fight is to damage the dragon while its head is down.



tip

When the dragon's head is vulnerable to attack, use Team Attacks to slow down the action.



Use the Slaadi to fill each character's Hero meter but save the Team Super Attack for the dragon. A Team Super Attack takes away a great deal of damage off the dragon's health meter.

When the dragon's health is reduced to a very small amount, listen for cues from the characters. If you are controlling Illius, he tells the group that he can charm the beast. If you are controlling either of the other two, they suggest that Illius charm the beast. Take Illius close to the dragon's head and cast his Hold or Hold Monster spell.



When Illius has the dragon in his spell, take control of Zhai and have her attack the dragon's neck. Then watch as she jumps up to the dragon's head and forces it down.

As soon as the dragon's head is down, it's Rannek's turn. Take Rannek toward the dragon and watch as Rannek finishes off the beast.



Impressed that this new sword can kill a dragon, the team is renewed with hope that perhaps it can kill Ygorl as well. But the problem still remains of where to find him. Illius believes that Gemspark Mine is where he is most powerful and the place where he most likely can be found. Back to Gemspark Mine it is.



DEMON STONE

Chapter 10: The Lord of Chaos

CHAPTER BRIEFING

The three heroes have returned to Gemspark Mine to face Ygorl, the Lord of Chaos. When the team gets to the room where they fought the orc king, there is a group of Red Slaadi running to greet them. There goes the element of surprise.



There is neither time nor need for exploration of this level because it is familiar ground. These will be the last and toughest fights the party has faced. Never mind Ygorl for the moment; you first have to survive his droves of Red and Death Slaadi.

ITEMS AND UPGRADES

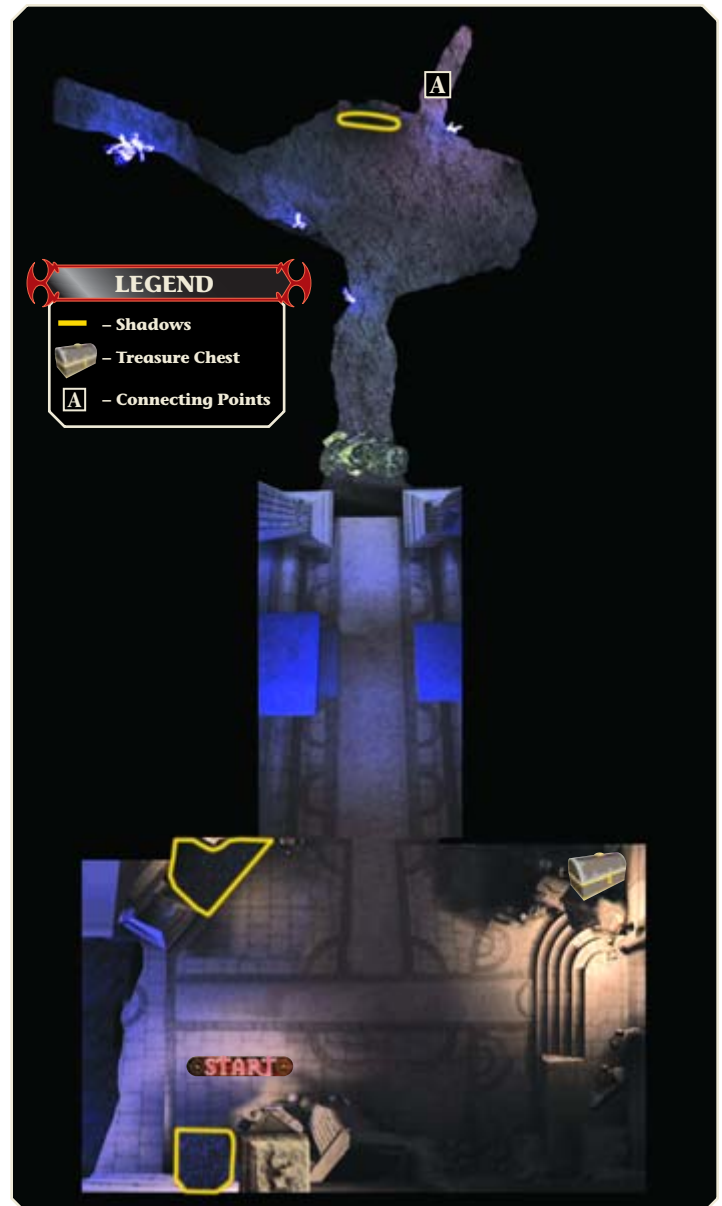
This is it, the final battle. The party has matured enough that it can use all of the level upgrades available to purchase. The question is not which of the level upgrades to get, it's whether or not each character has enough XP to learn all of them. If not, return to a previous level to earn more XP. Make a note of how much XP each of the characters need and when you repeat a level, ensure that you use them more often during the fights.

note

After slaying the dragon, Rannek now has the option to buy a Red Dragon Scale Plate Armor. Also, Rannek is automatically equipped with the Silver Sword of Gith, the very sword that Cireka once wielded and that Ygorl is itching to get his hands on.

For item upgrades, purchase the highest level of every item for each character. Buy a Gem of Contingency and a Ring of Regeneration for

each character. The Ring of Regeneration slowly heals the character over time and is expensive. Don't have the gold for it? Return to previous levels and earn more gold so you can afford it. Rannek will need it the most. He will be taking a lot of hits from a lot of enemies.



WALKTHROUGH

Team Effort



The party starts in the room in which they fought the orc king. This time, there are no orcs, but loads of Red Slaadi warriors.

Rannek's new sword makes him well suited to handle the many Slaadi who appear in this room. They are trained to converge on their targets from all sides. Don't let this happen. When you see a large number of Slaadi converging on Rannek, get out of there.



Run until the group is on one side of Rannek. This is a better situation for Rannek to fight in. No longer surrounded, Rannek can hack and slash in one direction, sending multiple Slaadi flying everywhere.

tip

As Rannek runs around to find a clear space to face the chasing Slaadi, steer him toward Illius or Zhai. They are being pummeled by a circle of Slaadi. After Rannek defeats his pursuers, or decimates their numbers, turn his sword toward the group of Slaadi that have Rannek's teammate surrounded.

Rannek and his big sword need to keep near his teammates. The Slaadi can knock any character down, and because there are so many of them, that character won't be able to get up. However, if there are two characters fighting side-by-side, the character still standing can buy the fallen character the time he or she needs to get up. The more characters standing and fighting, the faster the Slaadi fall.



Zhai has a couple of shadows on either side of the room in which to hide. If you play as Zhai, the number of enemies in this room requires that you be flawless in her executions. With this many enemies, Zhai must be precise enough in her sneak attacks that she gets two kills before having to go to the shadows.



tip

Zhai should stay only in the periphery of large groups of Slaadi when she is hidden. Even though the Slaadi may not be able to see her, their ground-pounding attacks can knock her off her feet and cause her to be exposed and attacked by the Slaadi.



Illius can use his charged up Meteor Swarm to rain fireballs onto the large groups of Slaadi. This is useful if you see Slaadi overwhelming Rannek or Zhai. The Meteor Swarm knocks down multiple enemies and buys the surrounded character time to get up.

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caution

Illius is vulnerable when he casts his spells. If a large group of Slaadi approaches him, throw up his shield as they attack. After Illius blocks the Slaadi's blows, switch to Rannek and bring him to Illius so he can help clear the crowd around Illius.

In the area above where the throne used to be is a treasure chest containing a health scroll. Leave it alone until the fight in this room is over. The team needs everybody available to be fighting and reducing the number of Slaadi in the room. If Zhai grabs the health scroll too early, she leaves her teammates to fight alone.



When the team survives the first battle, switch to Illius before moving the party toward the hall. As the party enters the hall, a group of Green Slaadi archers appear at the end. When they do, charge a few of Illius's Meteor Swarms and let them loose onto the archers. Illius can defeat them as Rannek and Zhai charge ahead.



Switch to Rannek as you bring the party past the hall and onto the platform. Inch Rannek toward the platform's center and hold down the primary attack button to charge his Improved Power Attack. As the Red Slaadi appear and converge on him, let go of the button to cut a powerful swath across the Slaadi.



Rannek needs to avoid being in the center of attacking Slaadi. Work him toward the platform's right side where it is narrower. From this side, Rannek's attacks can knock the Slaadi over the platform's edge.

There is a small shadowy area to the platform's left. Zhai can use it to perform quick sneak attacks to fill her Hero meter. Once filled, she can go to a crowded area and cause some damage.



tip

It's ideal to wait until all three party members' Hero meters are filled so you can activate the Team Super Attack. If Slaadi are overwhelming the other team members, however, have Zhai run over and spend her Super Attack to get her teammates out of the bind.

To get Illius in on the action, stand him on the narrow walkway to the platform's left. This keeps him out of the way to fire his Meteor Swarm spells onto the large groups of Slaadi. If attackers charge him, the narrow walkway increases the chances of him knocking them off the edge.



When you beat the first wave of Red Slaadi, Green Slaadi archers appear on platforms in the distance. Charge a few Meteor Swarms and let them loose on the distant attackers; enjoy the health regained as Illius destroys his targets.

tip

At this point, build and save each character's Hero meter. You are about to face Death Slaadi you cannot knock off the platform's edge. When they appear, have a Team Super Attack ready to greet them.



When the archers are gone, another crowd of Red Slaadi warriors appears. Defeat it as before when you fill your Hero meters because after they're gone, another wave of archers appear, then come the Death Slaadi.

Finish off the archers and bring the characters together around the platform's center. Wait for the Death Slaadi to appear, then perform a Team Super Attack. The Team Super Attack will kill most of the Death Slaadi.



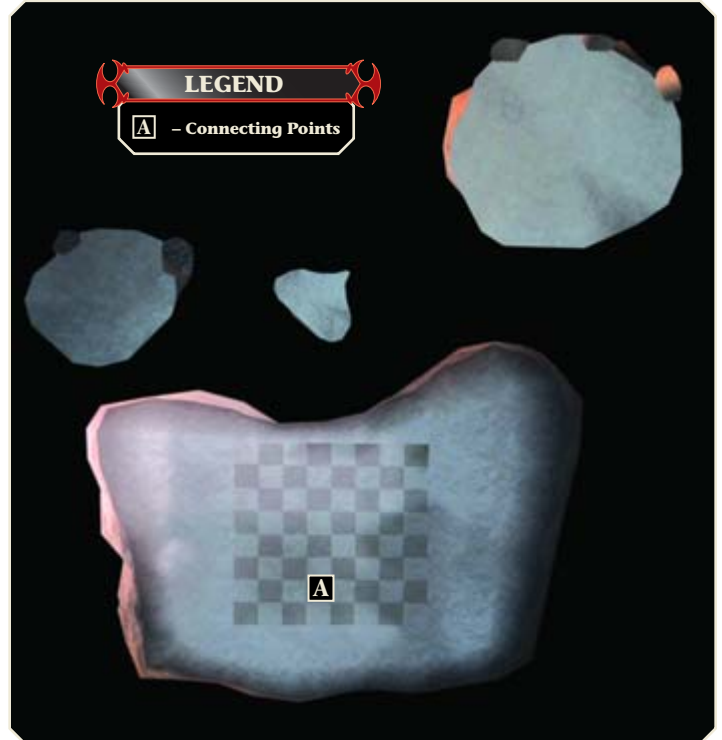
caution

If you weren't able to save up a Team Super Attack, you will have to defeat the Death Slaadi by hand. Because you can't knock them over the platform's edge, use Zhai's sneak attacks to defeat them.



Survive through one more round of attackers, and a portal opens. Illius explains to the party that it leads to Limbo, an alternate plane that "is the breeding ground of Chaos." The laws of nature don't apply in Limbo, which means that the party might have a chance to destroy Ygorl.

Boss Battle: Ygorl, the Lord of Chaos



On the portal's other side, Ygorl awaits the three heroes. With much arrogance, Ygorl thanks them for bringing him the Silver Sword of Gith. Ygorl's plans have come to fruition, and after he has the sword, Faerun will be his.

The fight begins after Ygorl banters for a while. The setting is a platform with a chess board pattern in the center. Ygorl's health meter is in the screen's upper-right corner.



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Ygorl's main melee attack is a set of four swipes with his hands. If he attacks the character you have selected, hold down the block button until he is finished with the sequence of swipes.



Ygorl is alone at the beginning of the fight, so take advantage of it. Use Rannek's Power Critical attack to deal heavy damage to Ygorl.

Ygorl likes to teleport to other areas of the platform and charge at the party. As he does this, move Rannek out of his way and prepare his Power Critical attack. As Ygorl stops, he takes one big swing with his arms at whomever is standing in front of him. When he finishes his swipe, charge in and attack him.



Ygorl is invulnerable during his blocks and before he teleports. If you see him raise his hands, don't attack him. Attacking him while he is invulnerable makes your character vulnerable.



Damage Ygorl enough, and he teleports away from the chessboard to a distant platform. As he does so, he regains health and sends in a squad of Red Slaadi to soften up the team.

When Ygorl is in the distance and the chessboard is crawling with Slaadi, there are a couple of options to consider. The first option is to use Rannek to clear the platform of the Slaadi. The more Slaadi Rannek clears, the fewer your worries when Ygorl teleports onto the main platform.



The second option is to have Illius attack Ygorl when he is on the faraway platforms. Illius's charged up Meteor Shower does decent damage against Ygorl from a distance and has the added bonus of healing Illius when the spell connects. This is the better option of the two because

Ygorl regains health each time he teleports away from the main platform. Using this method, Illius can recover some of the hard work negated by the teleport.

tip

For Illius to attack Ygorl when he's on one of the distant platforms, Illius needs to find a relatively safe spot in order to cast Meteor Storm. As no spot on the main platform is entirely safe, send Rannek in to clear the area if Slaadi attack Illius.



The Lord of Chaos

tip

During Illius's barrage of charged Meteor Storms on Ygorl, keep an eye on Rannek and Zhai. If Slaadi seem to overwhelm them, retarget the charged Meteor Storm onto the Slaad group.



When Ygorl is on the distant platforms, he attacks the group using one of two attacks. The first one is a paralyzing blue ball of energy. It paralyzes any of the characters hit by it for a few moments. Watch for the incoming blue cloud and block it.



The other attack that Ygorl uses consists of red projectiles that come in sets of three. You can also block these, so keep one eye on Ygorl when he is on a distant platform.

When Ygorl returns to the main platform, Slaadi continue to appear. Use Rannek to press the attack on Ygorl. Numerous Power Criticals effectively drain Ygorl's health.



tip

With Slaadi and Ygorl fighting side by side, make Ygorl your priority; Rannek's attacks and even Ygorl's own strikes can often damage and even eliminate nearby Slaadi.

Damage Ygorl enough and the team hears a speech about how they all came to be there. Ygorl brags about how he bent the three party members to his will from inside the Demon Stone. After Ygorl claims that he was the only one to ever care about them, the party defiantly tells him off. But enough talk...



After Ygorl finishes his speech, the fighting picks up again where it left off—but this time with the added challenge of Death Slaadi. The strategy here should continue to be the same as before the speech: attack Ygorl. Only fight the Slaadi if they get in your way.



Continue the attack on Ygorl until he no longer stands.



With Ygorl gone and Faerun saved, the three friends return to Cedarleaf for some well deserved R&R. People welcome them with open arms, even Zhai.

Shortly, a portal opens and an old friend steps through. Khelben informs the three heroes that word of their deeds has spread and the King has granted them untamed lands to explore. Among the good news is also the warning that the Silver Sword of Gith is a highly revered artifact to the Githyanki and they would come for it. Rannek's response: "Let them try."



Enemies

To save Faerun, your mission is to trap Cireka and Ygorl in the Demon Stone. Along the way, you must fight through hordes of creatures, natural and unnatural. The information below helps you get an edge on the enemies and bosses of the game.

STANDARD ENEMIES

Bugbears

Found in: The Wizard's Tower



Bugbears are massive, savage humanoids named for their flat noses and sharp fangs. Compelled by greed and hunger, these beasts attack prey in a coordinated manner, using their bear-like claws and crude weapons.

Bugbears attack by swiping their weapons at you. Block their attacks and attack them when they're vulnerable: after they finish their swipes.



Use knock-down moves and follow up with the Coup de Grace. If you're near an edge of a platform, knock them off for a quicker finish.



They block attacks. After they block your attack, you become momentarily vulnerable. That's when they like to pick you up and flail you about. Wait until they stop blocking before launching your next attack; they are vulnerable as they recover from their block.

Githyanki

Found in: Attack at Cedarleaf, Into the Underdark

Githyanki come from another dimension known as the Astral Plane. Corrupted by enslavement and hatred, these human-like creatures are constantly honing their combat skills and crafting implements of war, most notably traditional swords made from hardened silver.

Githyanki Warriors



Highly skilled with two-handed swords, these patient warriors wait for the perfect moment to deliver a single, powerful attack.

Githyanki warriors are melee fighters. They are fast and agile. They often charge their weapon for a massive melee attack. They are invulnerable during this position, so either get out of the way or block before this attack hits.





If there are shadows around, use Zhai's sneak attacks to quickly dispose of them.

Githyanki Warlocks



These spell casters utilize a delayed blast projectile to great effect. Fortunately, their magic is slow to cast.

Githyanki warlocks cast projectile spells from a distance. Their projectiles hang around for a moment after they hit their target. The real damage comes when their projectiles explode, causing damage to whoever is near. If you see a glowing ball of energy just sitting there, get out of the way.



Because Githyanki warlocks stay out of reach of Rannek and Zhai, use Illius to cast projectile spells at the warlocks.



Orcs

Found in: War in Damara, Descent into Gemspark Mine



Orcs are aggressive humanoids that attack and pillage other creatures, including other orcs, without pause. They believe they must conquer to survive. Orcs often attack in large groups.

Orcs are the first creatures you encounter in the game. There are archer and melee versions of orcs. Orcs aren't tough to beat, but can be a handful in large numbers. Hone your skills on these creatures in order to be prepared for tougher creatures.



Slaadi

Found in: The Wizard's Tower, Attack at Cedarleaf, Into the Underdark, The Dragon's Lair, The Lord of Chaos

Slaadi are creatures of chaos. Fierce in combat, using a combination of claws and keen weapons, these beasts can instantaneously summon others of their kind to aid in battle. There are numerous types of Slaadi, each treacherous in its own, unique way.

Red Slaadi



Red Slaadi are the foot soldiers in Ygorl's army. They wield enormous hammers, which they charge to inflict extra damage. While charging their hammers, they are invulnerable to all but the mightiest attacks.

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Red Slaadi's standard attacks consist of multiple swings of their hammers. The swings are slow and you can block them.



The hammers glow when the Red Slaadi charge their attack. Invulnerable in this state, get out of the way. When the charged hammer pounds the ground, it knocks you down, making you vulnerable to further attacks.

In large groups, once you get knocked to the ground, it may be difficult to get up because of the barrage of charged hammer attacks. Avoid being in the center of groups of Red Slaadi. Run away and out of the center of the group so that you can face them all.

This allows your attacks to sweep multiple Slaadi while giving you room to dodge the hammer blows.



Green Slaadi

These slaadi keep their enemies at a distance while launching magically charged, crystalline arrows. Green Slaadi are the archers. Their arrows briefly stun their targets. If there is a group of Green Slaadi, stay out of their range, because by the time you recover from the stunning effects, more will be on their way.



Illius's uncharged projectile spells are the best way to deal with Green Slaadi. While a charged spell may cause more damage, its charge time allows arrows to hit Illius. Single projectile spells are fast enough that you can damage the archers and call still use Illius's force field to block any incoming arrows.



Death Slaadi



Not much is known about these elite predators, for those who encounter them rarely live to give a description. They are reputed to be fast attackers armed with razor-like claws. Death Slaadi are aptly named; they are the most dangerous of the Slaadi. They don't carry

weapons and don't need to. Equipped with great speed, agility, and sharp claws, they maneuver around their targets and deal damage before you have time to react.



You can't knock them off edges. To defeat them, you must do it the old-fashioned way.

They have a high resistance to damage. The Coup de Grace doesn't work on these guys because they get up too fast. To beat Death Slaadi in melee combat, block their vicious attacks and anticipate their movements to avoid swinging at air. If there are shadows nearby, Zhai can position herself behind them for sneak attacks.



Spiders

Found in: Descent Into Gemspark Mine, The Jungles of Chult

These highly adaptable arachnids are common to the Realms. They range in size from small to enormous, and are either hunters that rove about with quick reflexes, or spinners that patiently trap their prey. Spiders use poisonous bites to subdue or overwhelm potential victims.

Jungle Spiders



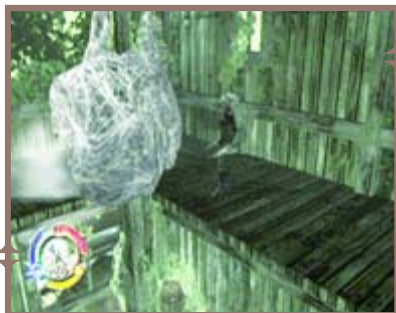
Jungle spiders are quick and vicious, fearing nothing as they hunt for their next meal. It is rumored that a huge jungle spider inhabits the river caves.

Jungle spiders come in two varieties: small and large. The small jungle spiders' strength is in their numbers. They attack in groups but can't take much damage. Swing your weapon in all directions to destroy as many of these creatures as fast as possible.



The large jungle spiders are tougher. They attack in a series of quick snaps or rear up and lunge at you. Block the lunge and immediately follow with an attack of your own.

In some areas, the spiders continue to come out of their nests unless the nests are destroyed. Fight the spiders near their nests so that any stray swings from your character's weapon also damage the nests. Or better yet, have Illius shoot his projectile spells at the nests from a distance.



Crysmal Spiders



These small, gem-laden spiders quickly surround their prey before attempting to subdue and devour it.



While quick, these spiders can't take a beating. Use Zhai and her speedy attacks to catch and destroy these crawling critters.

Trolls

Found in: Stand at Mithral Hall

These gargantuan beasts are found throughout the Realms. Driven by hunger, they tenaciously attack until all of their prey is consumed. Trolls are most vulnerable to fire, but even when confronted with this element, they fearlessly and wildly attack.



Trolls cannot be killed by simply hacking away at them. Even with a flaming weapon, regular attacks merely knock them down. The only way to finish one for good is to perform a Coup de Grace on a fallen troll *while* your weapon is on fire.

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You only run into trolls in Stand at Mithral Hall where your weapon enchantments are dispelled. Swing your weapon at one of the many fire pits on this level to give your weapon the flame it needs to defeat the trolls.

Troll "archers" are trolls that throw projectiles at the gate you are defending in Mithral Hall. These trolls are so busy attacking the walls that they do not defend themselves. However, they can cause major damage to the gates and can cause you to fail the mission.



Yuan-Ti

Found in: The Yuan-Ti Temple

Yuan-ti are ingenious foes that resulted from the mingling of humans and snakes. They are devout evil worshippers whose existence revolves around their temple structures.

Yuan-Ti Priests



The priest is the leader of his Yuan-ti population. Because his warriors will defend him to the death, he has no need get his hands dirty. If necessary, the priest may utilize magic in the form of barriers and mind-control spells.



You don't actually face Yuan-ti priests in combat. Your only encounter with one is when one is calling the Yuan-ti Abominations to feed Merrshaulk. To defeat the priest, fend off the Abominations until Merrshaulk gets hungry enough that it devours the priest.

Yuan-ti Archers



Yuan-ti archers are deadly marksmen who fire poison-dipped arrows at their foes.

You meet Yuan-ti archers on the platform in the Yuan-ti temple. Their defenses aren't high and you can destroy them with a few of Illius's projectile spells.



Yuan-ti Melee



Armed with dual scimitars, these skilled warriors can shoot poison venom up to 15 feet.

Enemies

The Yuan-ti melee fighters are fast attackers with the ability to fire projectiles short distances. In the beginning of The Yuan-ti Temple level, Zhai's job is to defeat these fighters without being discovered. If she is discovered, she must prevent them from reaching the gongs to call for help.



There are no shadows on the platform in the temple, so the party must defeat the Yuan-ti melee fighters by hand. Position your character so that he or she can knock the Yuan-ti off edges or into the fiery pit.

Yuan-Ti Abominations

Found in: The Jungles of Chult, The Yuan-Ti Temple

These mutant creatures are the result of Yuan-ti experiments. Simple beasts, they are the minions of their creators, used to defend temples and for sacrificial ceremonies.

Yuan-ti Abomination Guard



These monsters attack any creature they see. They are big, heavy, and nearly unstoppable.

These creatures can take a beating. Even with Rannek's power, it takes a lot of hits to bring down one. Knock-down moves don't work on Abominations, don't try the Coup de Grace. Use powerful combinations such as the Improved Critical attack to deal massive damage.



Abominations have a long reach and will grab your character for a good shaking. Use hit-and-run tactics to deal quick damage and get out of range of their long reach.

Yuan-ti Abomination Archer



These eight-foot-tall monsters can spit acidic venom great distances with surprising accuracy, despite their limited intelligence.

Abomination archers attack from a distance and are found along the river in The Jungles of Chult. Like all enemies at long distances, utilize Illius's projectile spells to defeat them before their venomous shots can damage the party.



BOSSSES

Bugbear Boss

Found in: The Wizard's Tower



The bugbear chieftain appears at the end of the Wizard's Tower level. It carries a heavy axe for melee combat and is also equipped with a projectile blast that stuns its targets.

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The bugbear boss knows how to block. Charge Illius's projectile weapon and fire it at the boss.



The bugbear boss is invulnerable when you see a blue glow around it. If the boss is in the middle of picking up one of your teammates, it is invulnerable. If you see the boss doing either of these, wait it out and attack when it finishes its attack.

The bugbear boss can also stun the heroes from a distance. Once stunned, the character is helpless. If the character that you are playing is stunned, immediately switch to a character that isn't stunned and continue the attack.



Dragon Boss

Found in: The Dragon's Lair

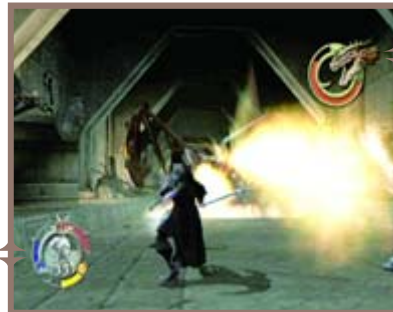


When the party comes face-to-face with the red dragon, it has already lost its wings from Illius's projectile spells. The fight takes place along a long hallway and also involves Death and Red Slaadi.



Keep the group on the run until the dragon stops chasing them. As soon as it does, send Rannek to attack the dragon's head. Perform single or double attacks on the dragon, then get out of the way. If Rannek tries to get in too many shots, the dragon grabs Rannek and gives him a shaking.

After the dragon takes some damage, it retreats and creates a wall of fire that the group cannot pass. When the dragon retreats, it regains some health. Each time the party attacks the dragon, the party must damage it more than it regains. Once the wall is up, defeat the Red Slaadi that appear.



From a distance, the dragon shoots a slow trailing breath of fire. Keep your character to one side until the fire nearly reaches him or her. Then move to the other side to dodge the flames. After the dragon is finished shooting its flame, it returns to within striking distance of the party.



This cat and mouse game repeats itself until the dragon is heavily damaged. Most importantly, damage the dragon while its head is lowered, then use Team Attacks.

Enemies



Use the Slaadi to fill each character's Hero meter, but save the Team Super Attack for the dragon.

When the dragon's health is low, listen for cues from the characters. If you are controlling Illius, he will tell the group that he can charm the beast. If you are controlling either of the other two, they suggest that Illius charm the beast. Take Illius close to the dragon's head and cast his Hold or Hold Monster spell.



Once Illius has the dragon in his spell, use Zhai to attack the neck of the dragon. Then watch as she jumps up to the dragon's head and force it down.



As soon as the dragon's head is down, it's Rannek's turn. Take Rannek toward the dragon and watch as Rannek finishes off the beast.



Merrshaulk of the Eternal Hunger

Found in: The Yuan-Ti Temple

Merrshaulk is a powerful god worshipped by the Yuan-ti. It gets its strength from the sacrifices the Yuan-ti offer: the Yuan-ti Abominations. The party doesn't fight Merrshaulk directly, but must prevent it from feeding on the entranced Abominations. Each time Merrshaulk dines, its health meter increases. If the health meter fills up, Merrshaulk

reaches its full strength and the party is doomed.

The Demon Stone is used by the Yuan-ti to call forth Merrshaulk. In addition to starving Merrshaulk, the party must also retrieve the Demon Stone that sits next to it in order to completely defeat it.



Illius should position himself against the barrier so that he is the last line of defense. From this position, you can't see a lot of the action on the screen, but as long as Illius's ranged weapon is targeted on something off-screen, you know you are contributing. The

important thing is that you are guarding the walkway to Merrshaulk.

As Illius, charge your ranged weapon to its fullest and unleash it on the encroaching Abominations or Yuan-ti. At full charge, your ranged weapon knocks the creatures back, and sometimes into the fiery pit or off the edge.



If it looks like an Abomination is reaching the edge of the barrier, it's best to forgo the ranged weapon for a moment. As it nears Illius at the barrier, reposition him so that his melee attacks knock the Abomination off the edge of the platform or into the fiery pit.

If you use to use Rannek or Zhai, move them closer to the center of the platform. Since they are melee fighters, they need to deal their damage as far away from Merrshaulk as possible. The Abominations are tough creatures to defeat, so fighting away from the hungry Merrshaulk gives them more time to be effective against the Abominations.



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Yuan-ti guards appear and try to clear a path for the Abominations. Illius's projectile spell, when charged, damages multiple enemies. This means that he can stay where he is and deal damage to both the Yuan-ti and their Abominations. If any

Illius, focus his ranged weapon on it. This keeps the guard away while also damaging any nearby Abominations.

When the Yuan-ti archers arrive, they move immediately into position next to the priest. From here, unreachable by Zhai and Rannek, they shoot their projectiles at the party. If you can't stop them from crossing the barrier, turn around and take them out with your ranged weapon. They are easy to defeat, but can cause much damage if let alone.



Once Merrshaulk's health is nearly depleted, it grabs and devours the Yuan-ti priest. With the barrier gone, the shield-protected Demon Stone is now accessible. To break through the shield that protects the Demon Stone, Rannek must use the Gauntlets of Ogre Power or

Illius can use his Beads of Force. Unfortunately, the gem is next to Merraulk. Get too close and he gives the ground a damaging pounding. To safely destroy the shielding, Merraulk needs to be distracted by feeding on an Abomination.

note

Merraulk's health meter has partially been filled with his meal of the priest. The meter at the bottom right of the screen tells you how much shielding is left. If Merraulk feeds too much, his health meter fills up completely and you fail the mission.

tip

Illius can use his ranged attacks to push the Abominations into Merraulk's grasp. His Beads of Force are a safer way to attack the shield around the Demon Stone, because once set, Illius can detonate it from a safe distance.

The safest way to get to the gem is to fend off the enemies until Merraulk's health meter is drained significantly. Once it is adequately drained, use Rannek to push an Abomination within reach of Merraulk. As soon as Merraulk picks up the Abomination to feed on it, run up to the Demon Stone and hit the ground with the Gauntlets of Ogre Power. You should be able to get in two hits before Merraulk finishes his snack and is ready to pound the ground again.



Another way to destroy the shielding around the Demon Stone does not involve feeding Merraulk. Bring Rannek or Illius close to, but not within reach of, Merraulk. Lure Merraulk into pounding the ground. As soon as he does, head for the Demon Stone. Give the gem a good smash from

the Gauntlets of Ogre Power or use the Beads of Force to set an explosive and get out of there before Merraulk attacks again. Illus should get out of reach before detonating his beads.

Repeat whichever method you feel comfortable with. The second method of getting the Demon Stone is riskier, but faster. The poundings from Merraulk aren't completely predictable, so Rannek or Illius are bound to take a few hits. If you they get low, fight a few Abominations and Yuan-ti and pick up the health potions they drop.



Orc King Boss

Found in: Descent into Gemspark Mine

The Orc King boss appears after the party defeats the orcs in Descent into Gemspark Mine. He's a powerful melee fighter with a projectile spell that stuns his targets. The fight is regularly interrupted by groups of orcs as the Orc King takes rests out of reach at the top of the stairs. Defeat the king promptly to avoid prolonged fights with the regular orcs.



When the Orc King glows blue, he is impervious to attacks. This is usually followed by a stunning electrical attack as well as a fire attack. If you attack him in the glowing blue state, your weapon simply bounces off him and you become vulnerable to the next two attacks. Instead of attacking him in this state, run away and out of his range until the sequence is over. Then, return to continue the attack.



Use the Team Attack to have a teammate help while you are attacking. Team Attacks cause heavy damage to your target but eats up some of the currently selected character's Hero meter. This is the most effective way to damage the Orc King.

caution

The Orc King's electric attack can stun you. If you are stunned, immediately switch to a standing character and press on with the attack. There is no gain from waiting for the stunned character to revive.

When the king rests, lesser orcs arrive. Fighting the lesser orcs gives you a chance to replenish your Hero and health meters. Pick up everything the lesser orcs drop, because as soon as you defeat the last one, here comes the Orc King. The cycle continues until the king's health is fully depleted.



Spider Boss

Found in: The Jungles of Chult



The spider boss in the Jungles of Chult appears in the cave at the end of the level. The boss has nothing against the party except that the party is in the spider's territory. The party must defeat the gargantuan spider to pass through to the Yuan-ti temple.

Illius is the only one who should attack the spider boss. Position Illius in the corner of the raft that is farthest away from the boss. This makes it easier for Zhai and Rannek to protect him from the little spiders that drop from the ceiling.



note

The spider boss moves around a lot so the corner of the raft that is farthest away from the boss will also change. Always move Illius to whichever corner happens to be farthest away at the moment.

Besides draining the health meters, the spider boss's venom shot paralyzes the victim on contact. Prioritize watching for it and block against it. The venom shot is slow-moving and there is plenty of time to call up Illius's force field shield to deflect it away.



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There is a rhythm to this fight and it goes like this: keep Illius's force field active (hold the block button) until a venom shot is deflected off of it...

...then charge Illius's projectile weapon and release it when, and only when, it is fully charged...



...and finally, use the force field again to block the next venom shot. Repeat this until the spider boss is dead.

If Zhai and Rannek are paralyzed and the little spiders get past them, their little bites break Illius's concentration and he can't charge his projectiles. If this happens, retarget Illius's projectile weapon at the little spiders and fire. Alternatively, bring up Illius's force field and block the little spiders until Zhai or Rannek can take them off of you.



Troll Clan King Boss

Found in: Stand at Mithral Hall



The troll king appears at Mithral Hall to see why the gates haven't been breached yet. Illius is out of the fight for this one, being replaced by Drizzt Do'Urden. Without Illius's powerful projectile spells, the fight in the courtyard is all melee. The troll king is even tougher to kill and

more dangerous than the troll warriors. To defeat the king, the team must work together and use their most powerful attacks on him. While the troll king cannot be knocked down and finished off with a flaming Coup de Grace, he is still most vulnerable to fire. Keep your weapons on fire.

When the king picks up any of the party members, he siphons health from that person. The king glows blue just before he's ready to pick up a character, similar to the troll warriors before they pound the ground. During this time, the king is invulnerable and attacking him only makes the attacker vulnerable. If you see the blue glow, get out of the way.



If the king picks up your character, that character will be stunned for a while after being dropped. If this happens, switch to another character and continue the attack on the king.

note

When the king glows blue and you are not close enough to him, he pounds the ground like the troll warriors do. It is possible to be far enough away that the king can't pick you up, but can damage you with the pounding.



The other sign that reveals that the king is about to pick up another character is when he pulls his right arm to the side.

Light Rannek's weapon on fire and approach the king. If the king begins to swing its arms or glow blue, back off and wait for him to stop whatever he was doing. Immediately after he stops, perform as many Power Critical attacks that you can before he swipes at you or begins to glow blue. Throw in a few Team Attacks if a teammate is also within reach of the king.



It may be tempting to jump in and help a teammate that is being picked up by the king. Resist this urge because when the king has someone in his clutches, he is invulnerable. Instead, position yourself a short distance away, preferably behind the king, and strike only when the king has dropped his captive.



tip

If you haven't used all of the health in the treasure chests around the courtyard, you'll probably need them now. If you fail to complete this part of the level and choose to "Try Again," the treasure chests are restored when you reenter the game.



If you corner the king under the tarps around the courtyard, he becomes less mobile and easier to attack. It also keeps you near the fire pits to light up your weapons.

Ygorl, the Slaad Lord

Found in: The Lord of Chaos



The party has been watching Ygorl fight with Cireka throughout the whole game. In the final battle of the game, the three finally face Ygorl and see what he's made of. Ygorl is armed with fierce melee attacks as well as a couple of long range spells.

He can also teleport around the platform and heal himself as he sends Red and Death Slaadi to soften up the party.

Ygorl's main melee attack is a set of four swipes with his hands. If he is attacking the character you have selected, hold down the block button until he is finished with the sequence of swipes.



Ygorl likes to teleport to other areas of the platform and come charging at the party. As he does this, move Rannek out of his way and prepare a Power Critical attack. As Ygorl stops, he takes one big swing with his arms at whoever is standing in front of him. As soon as he finishes his swipe, charge in and attack.



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Ygorl is invulnerable during his blocks and right before he teleports. If you see him raise his hands, don't attack him.

When Ygorl is off in the distance and the chessboard is crawling with Slaadi, there are a couple options to consider. The first option is to use Rannek to clear the platform of the Slaadi. The more Slaadi that Rannek clears, the fewer your worries when Ygorl teleports back onto the main platform.



The second option is to have Illius attack Ygorl when he is on the faraway platforms. Illius's charged up Meteor Swarm does decent damage against Ygorl from a distance and has the added bonus of healing Illius when the spell connects. This tends to be the better option of

the two because Ygorl regains health each time he teleports away from the main platform. This way, Illius can recover some of that hard work that got negated after the teleport.

tip

For Illius to attack Ygorl when he's on one of the distant platforms, Illius needs to find a relatively safe spot from which he can cast his charged up Meteor Swarm. As no spot on the main platform is entirely safe, send Rannek in to clear the area if Illius is attacked by Slaadi.

When Ygorl is on the distant platforms, he attacks the group using one of two attacks. The first one is a paralyzing blue ball of energy. If this hits any of the characters, he or she is paralyzed for a few moments. Watch for the incoming blue cloud and block it.



The other attack that Ygorl uses from the distant platforms consists of red projectiles that come in sets of three. You can block these, so keep one eye on Ygorl when he is on a distant platform.

When Ygorl returns to the main platform, Slaadi continue to appear. Use Rannek to press the attack on Ygorl. Numerous Power Criticals are effective at draining Ygorl's health.



After Ygorl finishes his speech, the fighting picks up where it left off—this time, with the added challenge of Death Slaadi. The strategy here should continue to be the same as before the speech: attack Ygorl. Only fight the Slaadi if they get in your way.



Level and Item Upgrades

LEVEL UPGRADES

note

Once you purchase a skill upgrade, you cannot return it.

Rannek, the Fighter

Level Upgrades

Lvl	Name	Cost (XP)	Requires	Description
1	Whirlwind Attack	Known	None	Hits and knocks down enemies in a 360-degree arc with massive power
	Torm's Strike	Known	None	3-hit sword combination
	Unarmed Attack	Known	None	Gauntlet strike
	Improved Unarmed Strike	Known	None	2-hit gauntlet combination
	Coup de Grace	Known	None	Instantly kills a fallen enemy
	Basic Attack	Known	None	Sword attack
	Advanced Attack	Known	None	2-hit sword combination
	Block	Known	None	Hold to block incoming attacks
	Torm's Smash	Complete Chapter 2	Gauntlets of Ogre Power	Smash attack effective against objects, but less effective against monsters
	Throw Axes	Known	None	Throws axes: tap for quick throws, hold for more power
2	Team Attack	Known	None	Other hero comes to your aid, slightly drains Hero meter
	Improved Trip Combination	325	None	3-hit combo that trips enemies
	Bull Rush	325	None	3-hit combo that pushes back enemies
	Improved Critical	325	None	3-hit combo that delivers damage
	Power Attack (hold to charge)	400	None	Slow but powerful attack
4	Sword Focus	550	None	Familiarity with the sword adds to damage
	Throwing Axe Focus	500	None	Familiarity with the axe adds to damage
	Toughness	500	None	Adds to Rannek's maximum health
	Riposte	1,200	None	Quick attack launched after defending
	Prone Attack (from knocked-down position)	1,200	None	Attack initiated while getting up from the ground
6	Throwing Axe Specialization	2,000	Throwing Axe Focus	Mastery of the axe adds significantly to damage
	Improved Toughness	2,000	Toughness	Adds to Rannek's maximum health
	Sword Specialization	2,400	Sword Focus	Mastery of the sword adds significantly to damage

Level Upgrades (cont'd)

Lvl	Name	Cost (XP)	Requires	Description
8	Dwarf's Toughness	1,800	Improved Toughness	Adds to Rannek's maximum health
	Giant's Toughness	2,200	Dwarf's Toughness	Adds to Rannek's maximum health
	Torm's Vengeance	1,600	Torm's Strike	Improved 3-hit sword combination
	Fists of Iron	1,600	Improved Unarmed Strike	Improved 2-hit gauntlet combination
	Power Whirlwind Attack	1,800	Whirlwind Attack	Hits enemies in a 360-degree arc with massive power
	Dragon's Toughness	2,800	Giant's Toughness	Adds to Rannek's maximum health
	Knockdown	2,800	Improved Trip Combination	Improved 3-hit combo that trips enemies
	Improved Bull Rush	2,800	Bull Rush	Improved 3-hit combo that pushes enemies
	Power Critical	2,800	Improved Critical	Improved 3-hit combo that delivers damage
	Improved Power Attack	3,600	Power Attack	Slow but powerful attack
10	Titan's Toughness	7,000	Dragon's Toughness	Adds to Rannek's maximum health
	Improved Riposte	7,000	Riposte	Quick attack launched after defending
	Improved Rising Attack	6,000	Prone Attack	Attack initiated while getting up from the ground

The following is a table showing the dependencies of skills. Skills on the left are required before you can learn the skills to the right.

Skill Dependencies (Level Required to Learn)

Bull Rush (2), Improved Bull Rush (8)
Improved Critical (2), Power Critical (8)
Improved Trip Combination (2), Knockdown (8)
Improved Unarmed Strike (1), Fists of Iron (6)
Power Attack (2), Improved Power Attack (8)
Prone Attack (4), Improved Rising Attack (10)
Riposte (4), Improved Riposte (10)
Sword Focus (2), Sword Specialization (6)
Throwing Axe Focus (2), Throwing Axe Specialization (4)
Torm's Strike (1), Torm's Vengeance (6)
Toughness (2), Improved Toughness (4), Dwarf's Toughness (6), Giant's Toughness (6), Dragon's Toughness (8), Titan's Toughness (10)
Whirlwind Attack (1), Power Whirlwind Attack (6)



Illius, the Sorcerer

Level Upgrades				
Lvl	Name	Cost (XP)	Requires	Description
1	Mystra's Might	Known	None	Greatly damages all enemies in a 360-degree arc
	Mystic Combination	Known	None	3-hit staff combination
	Unarmed Strike	Known	None	Palm strike
	Improved Unarmed Strike	Known	None	2-hit combination
	Magic Missile	Known	None	Missile of magical force
	Shield	Known	None	Defensive shield
	Coup de Grace	Known	None	Instantly kills a fallen enemy
	Basic Attack	Known	None	Staff attack
	Advanced Attack	Known	None	2-hit staff combination
	Beads of Force	Complete Chapter 2	Beads of Force	Explodes and greatly damages objects
	Team Attack	Known	None	Other hero comes to your aid, slightly drains Hero meter
2	Improved Trip Combination	475	None	3-hit combo that trips enemies
	Bull Rush	475	None	3-hit combo that pushes back enemies
	Flame Arrow	500	Magic Missile	Bolt of fire
	Melf's Acid Arrow	1,200	Flame Arrow	Magic arrow made of acid
	Burning Hands	325	None	Adds fire to the Sorcerer's hand attack
	Sleep	375	None	Holds enemies for a short period of time
	Protection From Evil	375	None	Helps reduce damage against all heroes
4	Improved Critical	1,400	None	3-hit combo that delivers damage
	Prone Attack (from knocked-down position)	1,400	None	Attack initiated while getting up from the ground
	Fireball	2,000	Melf's Acid Arrow	Ball of fire that explodes in a small radius on impact
	Lightning Bolt	3,200	Fireball	Powerful stroke of electrical energy
	Poison Touch	900	Burning Hands	Adds poison to the sorcerer's hand attack
	Minor Globe of Invulnerability	1,000	Shield	Improved defensive shield
	Cone of Cold	4,800	Lightning Bolt	Creates an area of extreme cold
6	Otiluke's Freezing Sphere	6,000	Cone of Cold	Freezing ball of extreme cold that explodes in a small radius on impact
	Ghoul Touch	1,900	Poison Touch	Adds negative energy to the sorcerer's hand attack and does negative energy damage
	Hold	2,000	Sleep	Holds enemies in place for a moderate period of time

Level Upgrades (cont'd)				
Lvl	Name	Cost (XP)	Requires	Description
8	Magic Circle vs. Evil	2,000	Protection From Evil	Reduces moderate damage against all of the heroes
	Mystra's Power	2,400	Mystra's Might	Massively damages all enemies in a 360-degree arc
	Power Word Kill	7,000	Otiluke's Freezing Sphere	Ray of death that kills all but the toughest enemies
	Hold Monster	4,300	Hold	Holds enemies in place for a while
	Fire Shield	4,300	Magic Circle vs. Evil	Greatly reduces damage against all heroes
10	Meteor Swarm	12,000	Power Word Kill	Fiery meteors strike down on enemies
	Major Globe of Invulnerability	7,000	Minor Globe of Invulnerability	Strong defensive shield
	Mystra's Light	8,000	Mystra's Power	Grievously damages all enemies in a 360-degree arc

The following is a table showing the dependencies of skills. Skills on the left are required before you can learn the skills to the right.

Skill Dependencies (Level Required to Learn)	
Magic Missile (1), Flame Arrow (2), Melf's Acid Arrow (2), Fireball (4), Lightning Bolt (4), Cone of Cold (6), Otiluke's Freezing Sphere (6), Power Word Kill (8), Meteor Swarm (10)	Burning Hands (2), Poison Touch (4), Ghoul Touch (6)
Shield (1), Minor Globe of Invulnerability (4), Major Globe of Invulnerability (10)	Sleep (2), Hold (6), Hold Monster (8)
Protection From Evil (2), Magic Circle vs. Evil (6), Fire Shield (8)	Mystra's Might (1), Mystra's Power (6), Mystra's Light (10)

Zhai, the Rogue

Level Upgrades				
Lvl	Name	Cost (XP)	Requires	Description
1	Manyshot	Known	None	Flurry of throwing knives that stun enemies
	Hide	Known	None	Uses patches of darkness from which to hide and launch sneak attacks
	Jump	Complete Chapter 2	Ring of Jumping	Jump over attacks and onto ledges to find secret areas
2	Jump Attack	Complete Chapter 2	Ring of Jumping	Strike attack in mid air
	Eilistraee's Strike	Known	None	3-hit knife combination
	Rogue Unarmed Attack	Known	None	Kick attack
	Improved Unarmed Strike	Known	None	2-hit kick combination

Level and Item Upgrades

Level Upgrades (cont'd)				
Lvl	Name	Cost (XP)	Requires	Description
	Coup de Grace	Known	None	Kills a fallen enemy
	Basic Attack	Known	None	Dagger attack
	Advanced Attack	Known	None	2-hit dagger combination
	Evade	Known	None	Hold to evade incoming attacks
	Throw knives	Known	None	Throws knives: tap for quick throws, hold for more power
	Team Attack	Known	None	Other hero comes to your aid, slightly drains Hero meter
2	Improved Trip Combination	400	None	3-hit combo that trips enemies
	Bull Rush	400	None	3-hit combo that pushes back enemies
	Improved Critical	400	None	3-hit combo that delivers damage
	Toughness	800	None	Add's to Zhai's maximum health
	Acrobatic Attack	300	Jump Attack	Increases damage done from the jump attack
4	Riposte	1,200	None	Quick attack launched after defending
	Prone Attack (from knocked-down position)	1,200	None	Attack initiated while getting up from the ground
	Dagger Finesse	1,400	None	Improves dagger damage
	Precise Shot	1,800	None	Improves throwing knife damage
	Improved Toughness	1,800	Toughness	Adds to Zhai's maximum health
	Eilistraee's Whirling Blades	1,700	Eilistraee's Strike	Improved 3-hit knife combination
	Skill Focus: Hide	900	Hide	Increases the time Zhai stays undetectable
6	Circle Kick	1,700	Improved Unarmed Strike	Improved 2-hit kick combination
	Knockdown	1,700	Improved Trip Combination	Improved 3-hit combo that trips enemies
	Improved Bull Rush	1,700	Bull Rush	Improved 3-hit combo that pushes back enemies
	Power Critical	1,700	Improved Critical	Improved 3-hit combo that delivers damage
	Skill Focus: Move Silently	1,400	Skill Focus: Hide	Moderately increases the time Zhai stays undetectable
	Spring Attack	1,400	Acrobatic Attack	Moderately increases damage done from the jump attack
8	Dwarf's Toughness	3,200	Improved Toughness	Adds to Zhai's maximum health
	Improved Riposte	2,900	Riposte	Quick attack launched after defending
	Improved Prone Attack (from knocked-down position)	2,900	Prone Attack	Attack initiated while getting up from the ground
	Stealthy	2,400	Skill Focus: Move Silently	Greatly increases the time Zhai stays undetectable
	Lolth's Venom	4,200	Manyspot	Flurry of throwing knives that stun enemies and hit for a longer time
10	Rising Moon (from knocked-down position)	6,000	Improved Prone Attack	Strong attack Attack initiated while getting up from the ground
	Two Weapon Fighting	2,000	None	Increases Zhai's fighting skill, adding to damage

Level Upgrades (cont'd)				
Lvl	Name	Cost (XP)	Requires	Description
	Improved Two Weapon Fighting	7,000	Two Weapon Fighting	Greatly increases Zhai's fighting skill, adding to damage
	Vhaeraun's Shadow	3,600	Stealthy	Only secretly taught, increases the time Zhai stays undetectable
	Improved Dwarf's Toughness	7,000	Dwarf's Toughness	Adds to Zhai's maximum health

The following is a table showing the dependencies of skills. Skills on the left are required before you can learn the skills to the right.

Skill Dependencies (Level Required to Learn)	
Jump Attack (1), Acrobatic Attack (2), Spring Attack (6)	
Eilistraee's Strike (1), Eilistraee's Whirling Blades (4)	
Hide (1), Skill Focus: Hide (4), Skill Focus: Move Silently (6), Stealthy (8), Vhaeraun's Shadow (10)	
Improved Unarmed Strike (1), Circle Kick (6)	
Improved Trip Combination (2), Knockdown (6)	
Bull Rush (2), Improved Bull Rush (6)	
Improved Critical (2), Power Critical (6)	
Toughness (2), Improved Toughness (4), Dwarf's Toughness (8), Improved Dwarf's Toughness (10)	
Riposte (4), Improved Riposte (8)	
Prone Attack (4), Improved Prone Attack (8), Rising Moon (10)	
Manyspot (1), Lolth's Venom (8)	
Two Weapon Fighting (10), Improved Two Weapon Fighting (10)	

ITEM UPGRADES

The costs of the items in these tables are their base prices. The price listed in the game for an item is the price difference between it and the item of the same type that you currently have equipped.

Rannek, the Fighter

Rannek's Armor		
Name	Base Cost (Gold)	Description
Armor Enchantment +1	1,000	Imbues armor with a light magical defense
Armor Enchantment +2	4,000	Imbues armor with a moderate magical defense
Armor Enchantment +3	9,000	Imbues armor with a medium magical defense
Armor Enchantment +4	16,000	Imbues armor with a large magical defense
Armor Enchantment +5	25,000	Imbues armor with the maximum magical defense
Banded Armor	Equipped	Offers medium protection
Half Plate Armor	2,000	Offers good protection
Plate Armor	8,000	Offers great protection
Mithral Plate Armor	16,000	Offers fantastic protection



Rannek's Weapons

Name	Base Cost (Gold)	Description
Sword +1	2,000	A magical sword that never dulls
Sword +2	8,000	A magical blade of superior quality
Sword +3	18,000	A magical blade forged by an elven master
Sword +4	32,000	An amazing dwarven constructed blade
Sword +5	50,000	An ancient blade enhanced with great magic
Lesser Defending	2,000	Enhances the wielder's defense
Defending	8,000	Moderately enhances the wielder's defense
Greater Defending	32,000	Greatly enhances the wielder's defense
Flaming Weapon	2,000	Sheaths the sword in light flame and lights enemies on fire
Flaming Burst	8,000	Sheaths the sword in medium flame and lights enemies on fire
Flame Tongue	32,000	Sheaths the sword in large flames and lights enemies on fire
Frost Weapon	2,000	Coats the blade in light frost that freezes enemies in place
Icy Burst Weapon	8,000	Coats the blade in medium frost that freezes enemies in place
Frost Brand	32,000	Coats the blade in heavy frost that freezes enemies in place
Shock Weapon	2,000	Light crackling energy covers the sword and electrocutes enemies
Shocking Burst Weapon	8,000	Medium crackling energy covers the sword and electrocutes enemies
Lightning Brand	32,000	Heavy crackling energy covers the sword and electrocutes enemies
Throwing Axe +1	2,000	Magical throwing axe
Throwing Axe +2	8,000	Superior magical throwing axe
Throwing Axe +3	18,000	Magical mithral throwing axe

Rannek's Jewelry

Name	Base Cost (Gold)	Description
Ring of Regeneration	90,000	Heals damage over time
Amulet of Health +2	9,000	Increases Rannek's health
Amulet of Health +4	18,000	Increases Rannek's maximum health
Gem of Contingency	16,000	Restores life to Rannek, if killed
Ring of Protection +1	1,000	Adds a light deflection bonus to defense
Ring of Protection +2	4,000	Adds a moderate deflection bonus to defense
Ring of Protection +3	9,000	Adds a medium deflection bonus to defense
Ring of Protection +4	16,000	Adds a large deflection bonus to defense
Ring of Protection +5	25,000	Adds a maximum deflection bonus to defense

Rannek's Special Items

Name	Type	Base Cost (Gold)	Description
Belt of Giant Strength	Jewelry	9,000	Increases the damage the character inflicts, especially with the Gauntlets of Ogre Power. Available after completing Chapter 2
Belt of Greater Giant Strength	Jewelry	18,000	Greatly increases the damage the character does, especially with the Gauntlets of Ogre Power. Available after completing Chapter 2
Red Dragon Scale Plate	Armor	45,000	Offers unmatched protection. Available after completing Chapter 9

Illius, the Sorcerer

Illius's Armor

Name	Base Cost (Gold)	Description
Bracers of Armor +1	1,000	Magical arm bracers that add a light defense
Bracers of Armor +2	4,000	Magical arm bracers that add a moderate defense
Bracers of Armor +3	9,000	Magical arm bracers that add a medium defense
Bracers of Armor +4	16,000	Magical arm bracers that add a strong defense
Bracers of Armor +5	25,000	Magical arm bracers that add the maximum defense
Robe	Equipped	Offers light protection
Robe of Protection	2,000	Made of magically fortified cloth
Robe of Blending	8,000	Magically tempered robe that offers moderate protection
Robe of Scintillating Colors	16,000	Colorful robe enhanced with strong protection magic
Robe of Archmagi	45,000	Robe of a master mage imbued with unmatched protection

Illius's Weapons

Name	Base Cost (Gold)	Description
Staff +1	2,000	Finely crafted magical staff that inflicts more damage
Staff +2	8,000	Superbly carved staff enhanced with magic
Staff +3	18,000	Ultra fine staff, magically hardened and lightened
Staff +4	32,000	Staff created by a master elven druid
Staff +5	50,000	Carved by an elven master craftsman and enchanted with great magic
Sonic Impact	2,000	Burst of intense sound
Sonic Burst	8,000	Greater burst of intense sound
Thundering	32,000	Thunder clap that shocks enemies
Pain	2,000	Inflicts pain on enemies
Wounding	8,000	Inflicts moderate pain on enemies
Agony	32,000	Inflicts massive pain on enemies
Shock	2,000	Light crackling energy covers the staff and electrocutes enemies
Shocking Burst	8,000	Medium crackling energy covers the staff and electrocutes enemies
Lightning Strike	32,000	Heavy crackling energy covers the staff and electrocutes enemies

Level and Item Upgrades

Illius's Jewelry

Name	Base Cost (Gold)	Description
Pearl of Power 1st lvl	1,000	Magical pearl that adds mild damage to all of Illius's spells
Pearl of Power 3rd lvl	4,000	Magical pearl that adds light damage to all of Illius's spells
Pearl of Power 5th lvl	16,000	Magical pearl that adds moderate damage to all of Illius's spells
Pearl of Power 7th lvl	25,000	Magical pearl that adds strong damage to all of Illius's spells
Pearl of Power 9th lvl	32,000	Magical pearl that adds tremendous damage to all of Illius's spells
Brooch of Windwall	25,000	Increases defense against incoming missiles
Amulet of Health +2	9,000	Adds to Illius's maximum health
Amulet of Health +4	18,000	Adds to Illius's maximum health
Amulet of Health +6	25,000	Adds to Illius's maximum health
Amulet of Health +8	32,000	Adds to Illius's maximum health
Ring of Regeneration	90,000	Heals damage over time
Gem of Contingency	16,000	Restores life to Illius, if killed
Ring of Protection +1	1,000	Adds a light deflection bonus to defense
Ring of Protection +2	4,000	Adds a moderate deflection bonus to defense
Ring of Protection +3	9,000	Adds a medium deflection bonus to defense
Ring of Protection +4	16,000	Adds a large deflection bonus to defense
Ring of Protection +5	25,000	Adds the maximum deflection bonus to defense

Zhai, the Rogue

Zhai's Armor

Name	Base Cost (Gold)	Description
Armor Enchantment +1	1,000	Imbues armor with a light magical defense
Armor Enchantment +2	4,000	Imbues armor with a moderate magical defense
Armor Enchantment +3	9,000	Imbues armor with a medium magical defense
Armor Enchantment +4	16,000	Imbues armor with a large magical defense
Armor Enchantment +5	25,000	Imbues armor with the maximum magical defense
Slick	2,000	Ease of motion in this armor increases the time Zhai stays undetectable
Silent Moves	8,000	Magical sound dampening increases the time Zhai stays undetectable
Stealth	32,000	This armor cloaks Zhai in darkness, increasing the time she stays undetectable
Hide Armor	Equipped	Offers medium protection
Leather Armor	2,000	Offers good protection
Studded Leather Armor	8,000	Offers great protection
Elven Chain Armor	16,000	Offers fantastic protection
Armor of Shadows	45,000	Offers unmatched protection

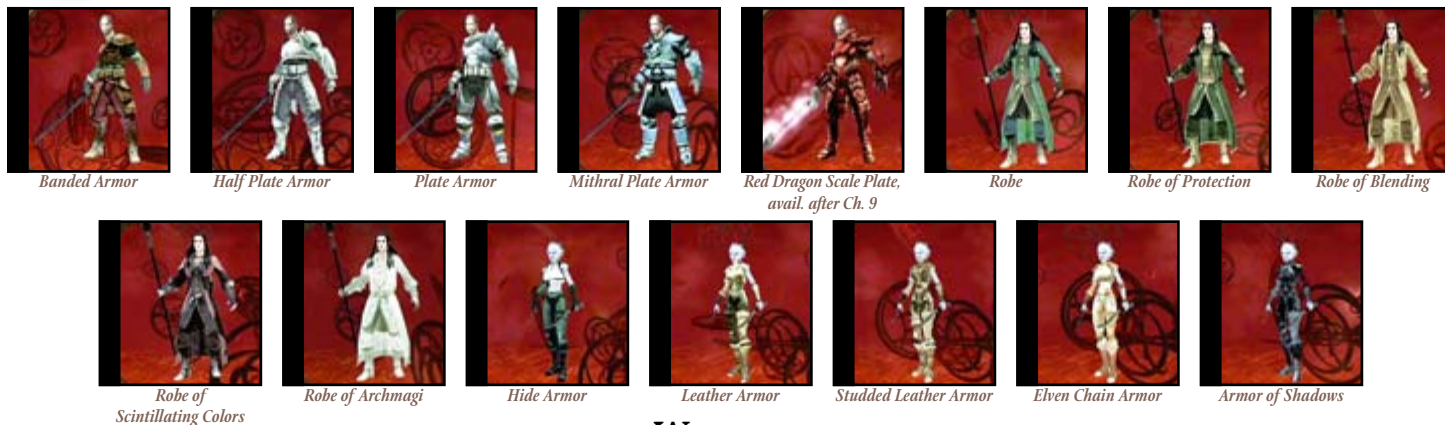
Zhai's Weapons

Name	Base Cost (Gold)	Description
Dagger +1	2,000	Finely crafted elven daggers
Dagger +2	8,000	Masterwork elven daggers lightened with magic
Dagger +3	18,000	Razor sharp elven blades enhanced with magic
Dagger +4	32,000	Dwarven forged mithral razors
Dagger +5	50,000	Ancient elven daggers endowed with great magic
Lesser Defending	2,000	Enhances the wielder's defense
Defending	8,000	Moderately enhances the wielder's defense
Greater Defending	32,000	Greatly enhances the wielder's defense
Blade of Cutting	2,000	Mild dark magic on the daggers makes the enemies continue to bleed
Blade of Wounding	8,000	Moderate dark magic on the daggers makes the enemies continue to bleed
Blade of Withering	32,000	Strong dark magic on the daggers makes enemies continue to bleed
Blade of Darkness	2,000	Covers the daggers in mild negative energy that burns enemies
Blade of Shadows	8,000	Covers the daggers in moderate negative energy that burns enemies
Dark Blade	32,000	Covers the daggers in strong negative energy that burns enemies
Venom Blade	2,000	Sheaths the daggers in mild poison that weakens enemies
Spider Fang	8,000	Sheaths the daggers in strong poison that weakens enemies
Snake Bite	32,000	Sheaths the daggers in deadly poison that greatly weakens enemies
Throwing Knife +1	2,000	Magical throwing knives
Throwing Knife +2	8,000	Superior magical throwing knives
Throwing Knife +3	18,000	Magical adamantite throwing knives

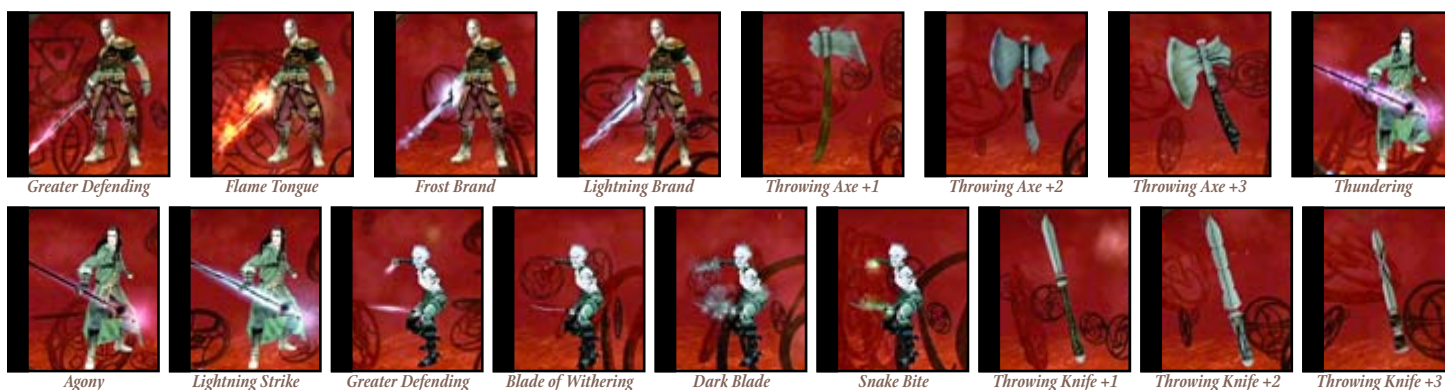
Zhai's Jewelry

Name	Base Cost (Gold)	Description
Ring of Regeneration	90,000	Heals damage over time
Charm of Lolth	8,000	Adds damage to jump attack
Amulet of Health +2	9,000	Adds to Zhai's maximum health
Amulet of Health +4	18,000	Adds to Zhai's maximum health
Gem of Contingency	16,000	Restores life to Zhai, if killed
Brooch of Elven Kind	16,000	A brooch that increases the time Zhai stays undetectable
Brooch of Lolth	32,000	The drow goddess's brooch increases the time Zhai stays undetectable
Ring of Protection +1	1,000	Adds a light deflection bonus to defense
Ring of Protection +2	4,000	Adds a moderate deflection bonus to defense
Ring of Protection +3	9,000	Adds a medium deflection bonus to defense
Ring of Protection +4	16,000	Adds a large deflection bonus to defense
Ring of Protection +5	25,000	Adds the maximum deflection bonus to defense
Abyssmal Sheath	8,000	Magical sheath holding many throwing knives

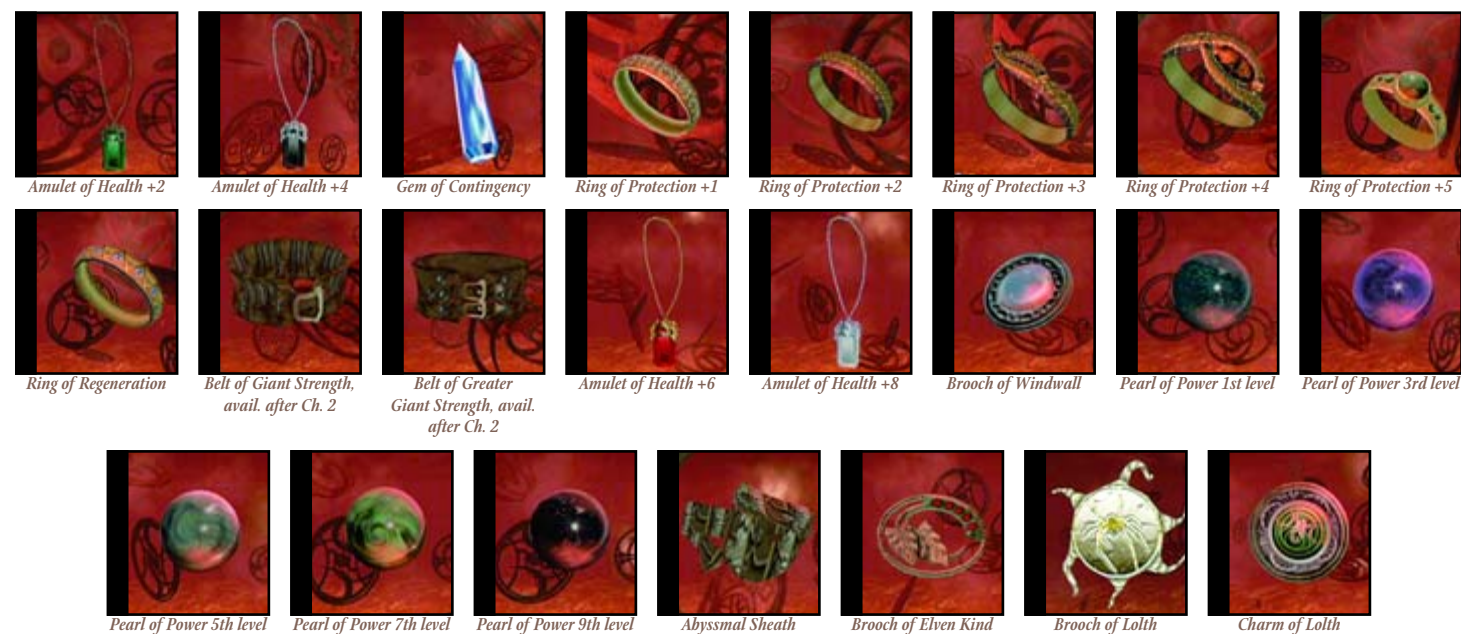
Armor



Weapons



Jewelry



Hidden Areas & Unlockables

HIDDEN AREAS

Chapter 1: War in Damara

There are no hidden areas in this level.

Chapter 2: Descent into Gemspark Mine

Location: Throne room where you fight the Orc King boss

What: Treasure chest containing gold

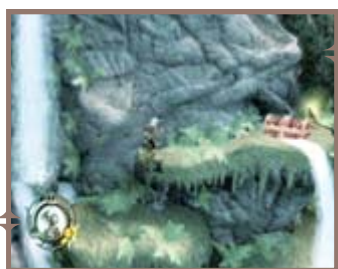


The throne in this room can be destroyed to reveal platforms that lead to the hidden area. Use Rannek's new gauntlets to smash the throne. With the throne gone, Zhai can use her new jumping ability to reach the treasure chest at the top.

Chapter 3: Attack at Cedarleaf

Location: At the top of the platforms near the waterfall that leads to the hut with the switch

What: Bag of gold and treasure chest containing gold



Make sure you grab the treasure before you go to the hut. Once you pass the hut, there's no turning back and you will have missed the hidden area.

Chapter 4: The Wizard's Tower

Location: Behind a cracked wall on the balcony, just before the long hallway with statues and bugbears

What: Three treasure chests of gold and a book pick-up



Use Rannek's Gauntlet of Ogre Power or Illius's Beads of Force to crack open the wall.

Chapter 5: The Jungles of Chult

Locations: One is hidden in the bushes to the right of the start location, and another is above the mill

What: Treasure chest of gold



Before you leave the clearing where the party starts the level, look in the trees to the right of the clearing. In the brush and trees is a treasure chest.

There is a hidden treasure chest on the rafters above the upper level of the mill. Zhai can access it here by jumping onto the box, then onto the stairs.



Chapter 6: The Yuan-Ti Temple

Location: To the left of the courtyard outside, just before you enter the temple itself

What: Treasure chest with gold, bag of gold



See those ledges? Zhai can jump up using the cobra's head to reach the top for a few nice surprises.

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Chapter 7: Stand at Mithral Hall

Location: On the far side of the tower where you protect Thibbledorf as he jams the gears

What: Treasure chests with gold



For the hidden treasure, have Zhai go down the far stairs, next to the fire pit. You can use any character here, but she is the fastest.

Chapter 8: Into the Underdark

Location: A crude walkway that shoots off the right "arm" of the four-way intersection

What: Bag of gold and treasure chest of gold



At the four-way intersection, take Zhai over to right of the intersection. Notice anything interesting? Jump over to the crude walkway and make your way to the top of the cavern.

Chapter 9: The Dragon's Lair

Locations: There are three hidden areas in this level. They are all in the smaller enclosed rooms of the level

What: Treasure, book pick-up and health scroll



The first area is in this enclosed room with three barrels by the ledges. Use the ledges to reach the top area to find a book pick-up and a treasure chest.



Past where you watch the dragon kill Cireka is a small and dark room. Use the ledges to reach the dark hidden area at the top.



The last hidden area of the level is in another small room. Find this room right after the party makes it through the long indoor hallway.

Chapter 10: The Lord of Chaos

Location: This is the same hidden area as in Descent into Gemspark Mine

What: Treasure chest with health scroll



You'll need the health scroll in this treasure chest.

UNLOCKABLES

There are things to unlock in each level. Each level has concept art for that level in the game. You can also unlock character backstory and the history of Faerun. To access the bonus material available in certain level, you have to complete the level once.

Unlockables	
Ch.	Bonus Material
1	Introduction Movie, Battlefield Concept Art
2	Gemspark Concept Art
3	Zhai's Past Movie, Cedarleaf Concept Art
4	Khelben's Letter, Wizard's Tower Concept Art
5	Illius's Youth, Jungles of Chult Concept Art
6	Nesme's Fall, Chult Temple Concept Art
7	Prologue: Cireka's Vow, Drizzt's Journal, Mithral Concept Art
8	Ygorl and the Dragon, Githyanki Outpost Concept Art
9	Dragon Concept Art
10	Conclusion Movie, Limbo Concept Art

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